

GAME BOY ADVANCE

ZELDA—PREVIEW 2

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NP STRATEGY!

Dr. Mario 64

by Tilt 'n' Tumble

• Pokemon Stadium 2

Unmask the Power!



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When you find the Skull Kid on the clock tower's roof, shoot him with one of your bubble bullets. A direct hit will cause him to drop your ocarina!



What if cigarette ads told the truth?



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A photograph of a man in a white tank top sitting at a bar. He is smiling and looking towards the camera. In front of him is a glass of beer. The bar has a green top. In the background, there is a large sign that says 'BUDWEISER'. The lighting is warm and focused on the man.

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of "I'm livin' dangerously so I must be sexy."

GAME BOY ADVANCE



The GBA Has Landed! 40

Game Boy Advance, the new light as feather platformer in Japan, is the platform coverage of the year because it takes the handheld to the next technological level, and it has a lot of features that will be missed by PSP and other information on games that will be coming to North America when Game Boy Advance lands in our shores this year. Get the goods in *Major Advance!* <http://www.ign.com/ps2>



Doctor's Advice 22



As the great wizard, Merlin, is about to die, Dr. Martin's job is to help you save his life. Dr. Martin is a doctor who can help you with a variety of ailments that will help you make the wizard's life long enough so that you need to come off his hip in a couple of days. <http://www.ign.com>

Party Planner 50



Get the best of both worlds in this game. You can play it on the Game Boy Advance or on the PC. The game is a party planner that will help you plan your party. <http://www.ign.com>

Tumble Tips 70



If you're a player who likes to play the game, you can play it on the Game Boy Advance or on the PC. The game is a party planner that will help you plan your party. <http://www.ign.com>

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Griffex Advertising
Sales and Marketing Manager
Jeff Bahus

Advertising Executive
Malinda Miller
For advertising, contact us at
advertising@nintendo.com



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PLAYER'S PULSE



This month's Write Away, Right Away takes us back to school . . . old school, that is! We asked you to share your most memorable gaming moment, and while the N64 *Zelda* titles inspired the most trips down memory lane, older games like *Super Metroid*, *Super Mario RPG* and even *Bad Dudes* were right on its heels. Read on and keep that box of tissues handy.

PRECIOUS MOMENTS

I think the most touching scene in a game is in *Diddy Kong Racing* when you beat *Wario* for the second time and everyone throws you a big party.

*JP Carroll
Via the Internet*



There are many things in *Majora's Mask* that moved me, but my favorite was when I reunited *Anzu* and *Kafei*. It was sweet how they were talking about greeting the morning together, even though they knew everything would probably be destroyed. I found it sad that they only got to be together for less than a day.

*Rene Caputo
Concord, NH*

Right after I read your question, I had to write. This is the only time in my life I ever cried over a video game—*Letta II*. The ending is so sad! I was about 12 when I first beat it, and I still cry every time I see it. I can't wait for the new *Letta* on *Game Boy Color*!

*TootMaster
Via the Internet*
We can't wait either. Check out *Game Watch* for our exclusive preview.

The ending scene for *Chrono Trigger* was one of the most touching in Nintendo history. I mean, here are all these people you modeled, fought and laughed with who have to go back to different times where *Chrono* will never see them again. Heck, it even brings *Robo* to tears . . . or oily drops, anyway.

*Geoff
Via the Internet*



The end of *Earthbound*! When the team breaks up, you read letters from

Jeff's friend, *Tony*. Ness's Mom and the kids at *Pollstar* Preschool. Furthermore, everyone you talk to on the way home wants to hear your stories, and some comment on how much you've grown up. Finally, you call your dad one last time and find out he'll be home in time for your birthday.

*Jay
Via the Internet*

I'd have to say the most, well, mushy moment would be when *Mario* and *Bowser* kiss in *Super Mario RPG*. Then I

played it again and *Mario* and *Bowser* kissed! *Hilarious!* I had no idea there was more than one scene.

*Steve Currie
Winoona, NS*
Mario's a lovable guy, but he doesn't return the sweet. Could it be that Bowser and Bowser have had break?



I'd say any moment is from *Majora's Mask*. It was sad to

LETTER OF THE MONTH

The best scene is in *The Legend of Zelda: Ocarina of Time* when *Saria* gives *Link* her *Ocarina* in the forest and he just runs off. My sister started crying badly when she saw it, and now she's always talking about it. I think *Mr. Miyamoto* just wants my sister to hug me for the rest of my life.

*Zerg211
Via the Internet*

No sibling strife intruded. *Mr. Miyamoto* has often said that he wants his games to evoke a strong emotional response in the players. And judging from the number of letters we received about *Ocarina of Time*—and the *Saria* and *Link* scene especially—well, say he succeeded.



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PLAYER'S PULSE | 9

see Gorman the Circus Leader cry because he can't be with his brothers since he's not good with horses. It makes me sad that some people are good at things that others aren't.

Without

Via the Internet

The most touching scene has to be in WCW Revenge. When you win a tag team match and the two players are going into each other's eyes with a look of love on their faces, it makes you want to cry.

Anonymous

Via the Internet



Nothing says tenderness quite like a folding chair reaching your opponent's backside.

After you protect the milk from bandits in Miyuki's Mask, Cream gives you a mask. If you save it a second time, she gives you a big hug! I thought that was sooo sweet!

Sabrina Ostlerow

El Paso, TX

The best scene in video game history is from Final Fantasy III, when Edgar and Sabin are having a flashback to their parents' demise and must choose who will be heir to the throne. The scene was arie, and the music ... wow. It was life-wrenching open, except I didn't fall asleep.

Mikaela Trosarilo

Mesa Landing, NJ

My three-year-old daughter

loves to watch me play Super Mario 64, and she couldn't wait for me to beat the final Bowser. When I finally did and Peach gave Mario a cake for all his hard work, she broke out in tears. It was the happiest day in a Nintendo fan's life!

Rae & Isabelle

Via the Internet

What about Banjo-Toxic? It's sad how George and Mikaela Toxic are both gone. I mean, who would fry or bust open a friend just for the prize inside? I hope they're destined for the big ice cube tray in the sky.

Chuck Horowitz

Washington Woods, MI

The best scene is from the ending of Bad Dudes for the NES, when the president asks you to go get a burger. I laughed, I cried, it was touching.

James Meyer

Via the Internet

The Nintendo cafeteria still serves Bad Duds Baysen every Friday.

The best and happiest scene I've ever seen in a video game was at the very beginning of Star Wars Battle for Naboo, when the big Nintendo symbol flies in far far Belsie. It was great!

Heather Derrill

Coeur d'Alene, ID

That explains everything. We were wondering why NP staffers kept pausing the reset button while playing Battle for Naboo.

The most touching and emotional moment is in Super Metroid during the final battle against Mother Brain. Just as Samus is about to meet her doom, a Metroid saves her by covering her and giving her its energy. Then Mother Brain takes it out with a final shot. I

was so angry and upset that I broke out the Super Metroid and blasted Mother Brain with her own medicine!

Todd Wickholdt

Amesleton, IL



No one who played Super Metroid could ever forget the Metroid's brave sacrifice. Thanks to all the readers who shared their sweetest and personal tales of video game love and loss.

WHAT'S THE POINT?

I just finished playing Ogre Battle 64, and I'm steamed. I thought I was the big hero, but Dustin told me I was being selfish and "only cared about winning battles." Then the ending said "A great hero once led Palutena in revolution, but his name was long forgotten." What's up with that?! Of course I cared about winning battles! That's the point of the game! If I wasn't concerned I never would have finished the mission if all games ended like

this, people wouldn't buy them since they tell you that you stink once you beat them. Then you and your wife and kids would go bankrupt and get tossed in the gutter where you'd live off sewer rats and water while begging passers-by for a couple of extra bucks to buy a Winged Suit or a Magic Mushroom or something. Then they just look at you funny and pass on. Ha! Now whose name has been forgotten!

Alan Lester
Via the Internet

You'll be happy to hear that *Ogre Battle 64: Person of Lady Collier* contains six unique and different endings, so you still have a chance to claim fortune and glory.

INTENTIONAL FOULS

What was the name of the basketball game for the NES that had no fouls and let you tackle your opponent to get the ball? It was really cool, and I'd love to see it on the N64.

Adam Tilo
Via the Internet
That's not much of a descrip-

tion, but our best guess is that you're thinking of *Arch Rivals: A Basket Ball*, a game which let you slug your opponent before sending the ball away. If you're still hankering for a no-holds-barred boogfest, may we suggest Bill Laitner's *Combat Basketball* for the Super NES.

LOVESEAT LACKING

How does Peach live in her castle? Bowser must have stolen all her furniture, since she doesn't have any. And there are no kitchens or bathrooms. Can you give me her address so I can send her some home appliance donations?

Advocate Hefford

Ellie Gross, Got Actually, Peach has a real furniture dilemma in Paper Mario, as the new hot bed, chair and a complete working kitchen. She still needs a Nintendo 64 and Virtual Boy, however, so she'll have to hope for a registry gift from Princess Gold or Silver.

working people who design, create and market the games. Video games are like any other commodity—if no one pays for them, the folks who make them will go out of business.



NOT AGAIN AGW

There's an upcoming GBC game called *Kuru Kuru Kuru-rin*. Oddly enough, *Kuru* is a degenerative nerve disease contracted by touching the brains of deceased individuals. It's the human equivalent of Mad Cow Disease. If the game involves touching brains, I don't think there will be an audience for it.

Shayne Riley
Via the Internet

We thought we'd dealt with our share of "gross gaming stories" with that whole *Wrestle* episode in Issue 137. *Never fear—Kuru Kuru Kuru-rin* is an addictive puzzle and has nothing whatsoever to do with handling brains, contracting disease or anything like that. Now if you'll excuse us, we're expecting a house call from *Dr. Nerval*.



POWER CHART

The numbers are in, and they don't lie—Pikachu and friends ruled the day in 2000! An astounding seven of the top ten best-selling Nintendo games were Pokémon related. The following information, also known as TRSTS data, comes to you from the good people at The NPD Group, Inc.

YEAR 2000 BEST-SELLERS

1. **Pokémon Gold: 2,900,000**
2. **Pokémon Silver: 2,900,000**
3. **Pokémon Stadium: 2,000,000**
4. **Pokémon Yellow: 2,000,000**
5. **Majora's Mask: 1,300,000**
6. **Pokémon Blue: 1,100,000**
7. **Pokémon Red: 1,100,000**
8. **Pokémon Trading Card Game: 1,000,000**
9. **Super Mario Bros. DX: 995,000**
10. **Mario Party 2: 944,000**



NO FREE LUNCHES

I found a weird website the other day. It had something called a "Game Boy Color Emulator" which let you play Game Boy games on your computer for free. Is this illegal?

Nick Bright
Via the Internet
Yes. Not only that, but it takes money away from the hard-

CHECK IT OUT!

Maria Bringer of Ellicott City, MD, sent us the following picture of her son's Game Boy Color. Seems he left it outside for almost two weeks—during which time it was run over by a lawn mower, chewed by a dog and soaked by a number of torrential downpours. Though they had little hope of ever playing it again when they finally found it, they're happy to report that the snit works just as well as ever. Now that's some sturdy construction!



A HEARTY QUESTION

Does Wario have a bad hair? One of my friends was talking about how bad Wario looks, and how much he seems to need a grapefruit diet. I think he has a bad tickler or is going to end up with one.

Ray Darlow
Albion, KY



While pudgy Wario doesn't possess the sleek, highly toned body of a professional athlete, he does keep in shape by playing tennis, shooting the occasional round of golf and chasing Maria across entire worlds. Besides, as we all know, Wario despises grapefruit.

PASS THE ANNO

In the September issue of *NR*, your review of T.W.L.N.E. has a picture of the Air Raid level that shows a machine gun on the wing of the refueling jet. I got the game, and it's not there. My cousin says it's not on his game either. Is it a glitch in our games, a typo in *NR*, or something else? Thanks a lot!

Gene Boyan
Via the Internet

No glitch, no typo. The machine gun was removed from the final version of the game after the September issue went to print.

A FEW ADVANCED QUERIES

I hope you're right when you say that Game Boy Advance will have the biggest launch flurry in video game history. I like a big selection. I was told by my older bro that two GBAs could link up with one game cartridge. That would save a lot of money for kids, and it would be awesome!

Joe Buccella
Via the Internet

We like big selections too, Joe, and judging by our GBAs blizzard this week, it shouldn't

disappoint. As to your other question: just *Seven of the new GBAs* titles will allow more than one gamer to play using a single Game Pak—but only on certain modes and/or levels. Other types of game play will still require each user to have his or her own copy of the game.

GRAPHIC GRIPES

This complaint goes out to *Aldyn Chronicles*. What kind of graphics are those? The people seem to be nothing but blocks with flattened faces. I don't care how much depth your game has, if its graphics aren't up to par, it doesn't mean a thing.

Kenneth Lau
Via the Internet

Though *Aldyn Chronicles* has a number of redeeming features—such as a great combat system, really customizable stats and a refreshingly deep plotline—it's graphics are nothing for *Mr. Lau*. Take a peek at *Write Away, Right Away* to continue the debate.

OUCH IT BURNS!

I was studying chemistry at school when I saw a formula listed as HCO₂H, or HOOH. Naturally, I thought of Ho-oh from *Pokemon Gold* and Silver. As it turns out, HCO₂H is the chemical symbol for hydrogen peroxide.

Scraper
Via the Internet

Just don't try to pee the leg.

and/or bind on your wounds. That's all we ask.

UNDERWEAR? IT'S UNDER THERE

Hey Ganondorf, hears or brain?

Anonymous
Via the Internet

Ganondorf actually wears form-fitting chest mail under his real-time link gear. In a weird way, he was out of conversation for weeks.



Border set provided by:
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WRITE AWAY RIGHT AWAY!

Kenneth Lau claims that games without amazing graphics aren't worth a dime. So what's the most important aspect of a game to you? Sound? Play control? The plot? And how you ever found yourself enjoying a game that is lacking in one of your favorite categories? Tell us! Send your responses to the address at the bottom of page nine.

ARTIST'S GALLERY

The latest Artist's Gallery is filled to the brim with your stunning pics, and it's convinced us that Nintendo Power has the most creative readers of any magazine out there. Don't forget to get cracking on art from your favorite sports titles—that's the theme for next month's issue.



Nerberto Gonzalez • Calexico, California



Bolney Postich • Eugene, Oregon



Stacy Krzywinski • San Jose, California



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GAME WATCH

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LUFIA: THE LEGEND RETURNS

THIS MONTH

Zero and Hercules



MLA Rugs



2-Man: Wolverine's Rage



Oregon Warrior III



Also this month:

Mega Man Xtreme 2
Alien: Theories Encounter
Xenos Wars
Rogue Adventure Encounter
Spider-Man 2: The Sinister Six

GAME BOY TAKES TO THE AIR

Game Boy officially entered the new millennium and took to the airwaves with a link to cellular phones when the Mobile System GB went on sale in Japan. The Mobile System GB includes the Mobile Adapter GB, a network-software cartridge dubbed the "trainer cartridge" and access to Nintendo's Mobile Data Center—a network created exclusively for Game Boy players in Japan. The adapter plugs into the Game Boy Color and most popular mobile phones. Once they're connected to the network, players can exchange game data, send and receive e-mail and even check out gaming information. The biggest news is that there are a ton of Pokémon options. Using the new Pokémon Crystal version, which has Mobile features built-in, players can trade and battle Pokémon remotely through their cell phones. They can enter the Battle Tower, as well, downloading Pokémon teams from champion Trainers, and battle against them off-line. If a player defeats the champion, the challenging

player will become the new champion Trainer that other players can challenge. The cost of using the network depends on what players do when they're connected. There is a small charge for entering the Battle Tower, the Japanese equivalent of about 30 cents. Logging onto the news site costs the equivalent of 90 cents, and entering a round of Mobile Stadium costs less than 20 cents. Nintendo Power will have more information on Pokémon Crystal and the possibilities for a North American network soon.



ONCE THEY'RE CONNECTED TO THE NETWORK, PLAYERS CAN EXCHANGE GAME DATA, SEND AND RECEIVE E-MAIL, AND EVEN CHECK OUT GAMING INFORMATION.

THE LEGEND OF LUFIA GROWS

For well over a year, Natsume has been working on *Lufia: The Legend Returns* for GBC, and the result is a truly epic RPG in the grand tradition of Final Fantasy III. Nintendo Power received the first English language copy of the game in North America to bring you exclusive coverage this month in Game Watch and next month in a special preview. The adventure begins now.

LET'S STORM THE CASTLE

The adventure actually begins in Potos Village, a sleepy hamlet where you live quietly,



practicing your swordplay until the day that a stranger appears. The stranger is a woman named Serna from Northland, a fortune-teller who has heard about your reputation as a fighter. At first, she's not impressed with you (go figure), but then she sees you in action when you have to save a child from a fire. That does it. She wants you to join her party. So the first test in the *Lufia* story is that you join someone else's quest, not the other way around. It seems that Serna has heard that the four Sinstrals (the bad guys from previous *Lufia* games) are back in action. Seeking the legendary horse of the Sinstrals, Doom Island, she needs your help. Without a second thought, you join up, because that's just the sort of selfless hero you are. The game is full of story-driven drama that builds a sense of who the characters are and gives you direction in your quest.

A-QUESTING WE WILL GO

Once you hit the road on your *Lufia* adventure, expect lots of exploration, heat battles, building up of levels and acquiring information and items. All of that is pretty standard, but there's plenty of novelty for epic fans, too. *Lufia* features a huge arsenal of cool weapons, powerful magic spells, large parties of as many as nine characters and a vast array of items that range from simple concoctions like Charred Newt to Mystery Potion. If you're new to epic gaming, you'll find that this trainer can teach you all about the unusual aspects of the game, like the fact that the floor plans of dungeons and towers will change every time you enter them anew.

HIDDEN GEMS

Lufia is filled with unsuspected depths of play. In dungeons and towers, you'll find a speed-walk function that lets you tear around like a sprinter—a real timesaver.



And when you're in dungeons and towers, you'll have the use of two sword moves for cutting plants, frosting enemies and uncovering hidden passages and traps. You'll see your enemies in dungeons, as well, and you can avoid them or attempt to catch them off guard to enhance your attack. Even more interesting is the battle system itself. Part of the strategy is that you'll have to position your fighters on a three-

by-three grid to maximize your power, and your characters can share Spiritual Force—an energy that allows you to learn ancient spells—if they're aligned properly on the grid. The menu system is designed to let players check all their stats with a minimum of button pushing. Sweet. The onboard mapping system is essential since each dungeon is never the same twice. Even the large text characters are a welcome feature of *Lufia*. It's one of the best structured RPGs ever.

A PLACE IN HISTORY

From comic episodes, melodramatic meetings, heroic battles and smatter plots, *Lufia* has it all, which is why it is destined to be a classic RPG for Game Boy Color. Natsume plans to release the game by early summer, so save some time—a lot of time when you return to the legend of *Lufia*.



DUTY CALLS THOSE WITH HONOR... AND A BIG SWORD.

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

SLASH TV

X-Men: Wolverine's Rage from Activision has a lot going for it as a GBC platformer. For starters, there's Logan, otherwise known as Wolverine, a favorite of the X-Men superheros. Equipped with healing powers, super-senses and an adamantium-embued skeleton, Wolverine is a hard man to stop in the comics or in the game. He'll claw his way through sewers, across city rooftops,

past ninja enemies and into a high-tech laboratory, where Lady Deathstrike assays with a molecular destabilizer that can turn his adamantium skeleton into liquid metal! Your goal is to destroy the destabilizer before it destroys you. Along the way, Wolverine will have to fight Cyber and Sabretooth, as well. There are no levels of side-scrolling, brawling action in all. If you need some extra attack strength, you can

call on Wolverine's Bestial Rage, but that will deplete your health. If scratching your enemies isn't enough, you can unleash special attacks such as uppercuts and the powerful spear attack. Although Wolverine is known for his regenerative abilities, he is not immune to the many attacks of his foes. And you won't be immune to the action when X-Men: Wolverine's Rage is released later this year.



XENA AND HERC ARRIVE!

Two of the most popular video game franchises are finally complete, and we have the finished games to prove it. Thus has created sharp graphics and Zelda-type adventures with lots of characters, items, battles and quests. The stories and adventures of the two games are completely different, and each character has signature fighting styles and weapons. Even so, players will be able to switch characters from one Game Pak to the other and open up new areas that weren't available to the

original character. The interaction between games is the icing on the cake. The mechanics of both games will be familiar to Zelda fans. Salomeus is your guide for getting started in both adventures and you'll interact with dozens of characters, including Olympians and evil bosses. Both games should be available by the middle of May, and Nintendo Power will help you get started with a double review next month. The golden age of adventuring is here!



Xena



Hercules



Hercules



Hercules



Xena

THE NBA ON GBC

Midway pounds out another winner on the hardware with *NBA Hoops* for Game Boy Color. The game features three-on-three action with a guard, forward and center for each team. Arcade-inspired turbo boosts give your players bursts of energy for racing down the court or slinging a spectacular dunk shot. Each player has eight rankings, including Power, Speed, Two-Point, Three-Point, Seal, Block, Dunk and Drift, so you can choose the strongest lineup for your team. In addition to all the

NBA players, teams and locations, you'll find hidden courts and coaching tips. There's even a practice mode so you can work on your moves before taking the game to your opponent. Granted, there's not much competition right now for new handheld hoops titles, but Midway and the development crew at Texas Games created a solid, good-looking, arcade-style basketball game that's fun to play and not too outrageous.



DRAGON DREAMS

Proceeding under the assumption that a picture is worth a thousand words, your Game Watch editors started playing *Dragon Warrior III* for Game Boy Color even before we received an English version of the game. We didn't learn much about the story, which is similar to the original NES version in most respects, except that Enix has added some pretty cin-

ema scenes to help tell the tale. We did learn that the faster walking speed for getting around the world makes a huge difference. *Dragon Warrior III* is truly a snippy game. It's also full of great graphic detail and boasts a super soundtrack that will keep players tuned in. For now, here are some more screen shots to dream about.



IT MAY NOT BE ADVANCED, BUT IT'S A DEFINITE STEP UP.

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

SPIDEY RETURNS

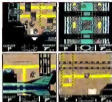
This spring, Spider-Man will swing into action on the GBC in the amazing side-scrolling sequel, *Spider-Man 2: The Sinister Six* from Activision. Tereus Games has created one of the most impressive superhero romps on any platform. The wow factor comes from great moves and graphics. Spidey clings to practically everything in sight, has awesome attacks for busting thugs and swings through the city in search of Aunt May, who has been kidnapped by Doc Ock. You'll find comic book touches such as storyboards and sound effects bubbles that accompany the fighting action. Super-Web power-ups give Spidey extra power for busting bosses like Sandman and Kraven. It's a truly amazing Spider-Man game, and we'll have more on it next month.



Spider-Man 2: The Sinister Six

ALIEN CHEMISTRY

Imagine that you're returning to earth after a deep space mission when you discover a freighter drifting dead in space with acid-spitting aliens trying to implant the crew with parasitic chestboosters. That's the scenario of THQ's Game Boy Color Adventure, *Aliens: Thanatos Encounter*. You have command of a squad of five space marines who must destroy all the aliens before the Thanatos reaches earth. Armed with 12 alien-sparking weapons and a motion-tracking device, you'll try to restrain the Thanatos crewmen and blast aliens. If an alien plants a face-bugger on your



Aliens: Thanatos Encounter

marine, you'll have to kiss him goodbye and choose a new marine to fight with. With a variety of alien types and constant, drooling danger, *Aliens: Thanatos Encounter* should keep players sweating when it reaches earth next month.

MEGA MAN GOES TO EXTREMES

Contrary to some appearances, Capcom isn't focused exclusively on Game Boy Advance these days. *Mega Man Xtreme 2* for Game Boy Color, expected in September, is also on the way. The game takes place after a mysterious incident in a reloid factory. Mega Man X discovers a Maverick with a DNA Soul chip that allows it to take the DNA from other reloids and reproduce them. Mega Man X and Zero must collect the DNA Soul chip to save the world from evil reloid clones. Expect classic side-scrolling action, cool blasters and a high level of challenge from the latest Mega Man adventure.



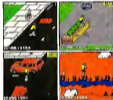
Mega Man Xtreme 2

THQ ADVANCES

The list of Game Boy Advance titles grows this month with six titles headed your way from THQ. Many of THQ's favorite licenses are on the hit parade, including *Rocket Power*, *Rugrats*, *SpongeBob SquarePants* and *WWF Jimmy Neutron* is also coming to Advance, as well as a new *Scooby-Doo* adventure, *Scoby-Doo and the Cyber Chase*. Our sources inside THQ tell us that even more titles are in the works, but that they can't reveal them just yet. We should have screen shots of all the games mentioned above in next month's Game Watch.

CRAVE JOINS THE CRAZE

The scooter craze hits Game Boy Color this spring with *Razor Freestyle Scooter* from Crave Entertainment. Cravefish Interactive has put together a fresh race and stunt



Razor Freestyle Scooter

combo game that tips its hat to Tony Hawk's Pro Skater. Riders can upgrade their ride with better shoes, pads, forks and wheels as they progress in the seven rounds of the Championship Mode and earn prize money. Riders can compete in Facing and Trick Modes, as well. There's even a Multi-player Mode for two players armed with a Game Link Cable.

XTREME XCITEMENT

Xtreme Wheels loses Spike features colorful jumps, a stamina meter and steady areas that will bag you down. It's a close cousin to *Dirtbikez* for the NES, but it has sharper graphics, and you use pedal



Zelda.com Exploration Guide

When you visit the Zelda.com website, you are greeted with a warm welcome and a choice of three main paths: Home, News, and Community. The Home page features a large, colorful illustration of Link and Zelda, with a central circular graphic that looks like a map or a clock face. The News section provides updates on the latest Zelda games and events, while the Community section offers a space for fans to share their thoughts and experiences.



The website is designed to be user-friendly and engaging, with a clear navigation menu and a variety of content options. Whether you're a casual fan or a dedicated collector, there's something for everyone on Zelda.com. The site also features a search function to help you find specific information quickly and easily. Overall, the website is a great resource for anyone interested in the world of Zelda.

For more information on the latest Zelda games and events, visit the News section. You can also join the Community to connect with other fans and share your thoughts. The website is constantly updated with new content, so be sure to check back regularly for the latest news and updates. Zelda.com is the ultimate destination for all things Zelda, and we hope you enjoy exploring it as much as we do.

QUICK BYTES

POWER PLUG

NEW SITES

COMING SOON

HIT LIST

Nearly every game is linked by the same kind of unbridled passion when it comes to the creation, release, and development of videogames. Nintendo Online is the latest addition to that effort. Nintendo also wants most of its adults to enjoy January.

1. www.nintendo.com

2. www.nintendo.com

3. www.pokemon.com

4. www.pokemon.com

5. www.nintendo.com



POKEMONSTADIUM.COM

With the release of the new Pokémon games, it's time to update your virtual stadium. The site includes an updated lineup of Pokémon, a new set of challenges, and a new set of rewards. You can now drop-down menus to find your favorite team from there. It also has the best of the best, including the strength. The updated version will be featured on the website.



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When you see the NP logo next to a list of game previews in Nintendo Power, it means you can see more on www.nintendo.com.

IT'S JUST WHAT THE DOCTOR ORDERED—
INFECTIOUS, FOUR-PLAYER PUZZLE FUN!

DR. MARIO 64



©2001 Nintendo



AN OUTBREAK OF FEVERISH ACTION

The N64's cool four-player capability is the best medicine when it comes to curing boredom, and, for the first time since he earned his MD, Dr. Mario is making a house call as a four-player puzzle extravaganza. Forget about eating an apple a day—with its prescriptions of Tetris- and Pokémon Puzzle League-style play, Dr. Mario 64 is one physician you won't want to keep away.



WHAT'S UP, PLUMBER?

A cross between Tetris and Pokémon Battle League, all six of Dr. Mario's main modes send two-toned pills mixing down.

Colored viruses infect your playing field, and you must position four colors in a row or column to eliminate the germs.



CLASSIC

Six years before Tetris Amuck, there was Dr. Mario. To check up on the frenzied fun of the 1990 original, play the one-player Classic Mode.



STORY

Playing as either Mario or Wario, you'll unfold Story Mode's tale of stolen Megavitamins. You'll compete against the characters you meet in a race to erase the viruses.



VS. COMPUTER

One player can compete against any combination of three human- and CPU-controlled players. The first to eliminate all of the viruses in the bottle wins.



FLASH

Amid a plague of viruses, you must get rid of only the flu bugs that are flubbing. It's harder than it seems, since penetrating the pile for choice viruses takes surgical precision.



MARATHON

As vitamins fall into the bottle, the stack of pills slowly rises. See how long you can last in the thick of Marathon Mode's endless outbreak of viruses.



SCORE ATTACK

Race against the clock to wipe out the viruses while scoring as many points as you can. Win big by using combos (see pages 26 and 27).



IN THE WAITING ROOM

The 16 characters you meet in Story Mode are available for use in Multiplayer and VS. Modes. Two additional characters will be available once you finish the game on Normal and Hard without using continues. Each character plays at a different skill level when controlled by the CPU, and Mario, Wario and Yoshi are three of the top vitamin wranglers in the game.



WARIO



SPESHHEAD



WIZZER



SILEY



APPLESY



JELLYROD



OCTO



NELO



LUMP



HAMMER-DOT



MAD SCIENTIST



RUBY

A BETTER PILL TO SWALLOW

When you stack at least four pills of the same color, you'll eliminate all viruses and pill segments linked in that chain.

Concentration and independence will bury the viruses under mismatched pills. Use the pointers below to avoid being a quack.

MATCH GAME



Frequently scan the area to familiarize yourself with all the color combinations in your playing field. If you always have a good idea of what you need, you know you need to put it. Storing vitamins will be more manageable than working in the ER.

IN THE WINGS



When figuring out where to place a pill, plan ahead by taking a quick peek at Mario in the upper-right corner of the screen. The good doctor will have your next vitamins on display, so take your follow-up pill into account when making your move.

GARBAGE IN/OUT



By scoring combos, you'll drop all segments (two to four, depending on the size of your combo) on your opponent. Whenever your rival dumps "garbage" on you, take out the trash immediately before more uncontrolled pieces pile up.

PHARMACEUTICAL FABLE

In *Star, Mario*, you'll encounter our Mario or Wario in search of the precious—and rare!—Mega-Vitamins that can cure the flu. For a step of the way, you'll meet a few characters whom you must defeat.

A LONG HOUSE CALL

The game begins at 6 in the morning. The good doctor Mario has stolen Dr. Mario's Mega-Vitamins, and Mario and Wario race against one another to recover the valuable pills.



IN THE WOODS

In addition to the bugs, you'll have to deal with plants, or bugs, like *Wario*. Wario always comes the earlier in Stage 3, Mario or Wario will have to outplay it to stay on the trail of the fleeing Mad Scientist.



IN THE CLOUDS

The difficulty level decreases how many viruses infect each step. In Stage 5, you'll take to the sky to reach the area of 24 viruses. Only 20 viruses allowed at 60 seconds *Mario*.



FINDING THE CURE

In Stage 7 a *Mario* and *Wario*, you'll play a four-player match against *Wario* (or *Mario*), *Mad Scientist* and his robot. Once we've defeated them, you'll head to *Star Mario's* final showdown—Stage 8 starring *Ruby*.



CALL THE DOCTOR

His role as a doctor certainly explains why the pigs *Mario Bell*, not *Wario*? *Mario* had the guts to become a physician? Find out in his medical history.

Oct. 1985



After studying in the M.D. at *Star Mario* Univ., *Mario* was able to stand his ground as a doctor. (He has insurance, wouldn't you like to meet him from all the hearts of the Madhouse Kingdom.)

Aug. 1989



The first words of Dr. *Mario* (as well as almost every other people) game out there are played when *Dr. Mario* (or *Wario*) and his robot. (It's not like a *Madhouse* game—since the piggy bank.)

Oct. 1990



By adding target viruses to eliminate his colors to *Mario*, Dr. *Mario* adds a unique spin to *Dr. Mario* (or *Wario*). (See you after *Dr. Mario*.) *Mario* makes his first boss out of the NES.

COUGHING UP MORE TIPS

As the saying goes, you should feed a fever. In Dr. Mario 64's case, you should feed it Megavitamins. By mastering pill placement and color coordinating, you'll be able to play a healthy game of gem warfare.

placement and color coordinating, you'll be able to play a healthy game of gem warfare.

THE PRACTICE

Before you can become a doctor, you should see plenty of experience in training with the various modes of play. The secret of success will let you perfect your technique and help you gain your confidence.



HOOKED ON CLASSIC

Play Classic Mode to work on your basic technique. Since it doesn't get you any real rewards, you won't have to mess with pills or pills. Instead, you can focus your time on getting up enemies.



HEAD-TO-HEAD

Test your basic skills and see how well you can deal out enemies and deal with puzzles in Vs. Computer Mode. Play on easy levels against fast and fierce competition like Doby to learn and try out different and effective techniques.



SCORING POINTS

Since the Grand Score Attack rewards points for enemies, you can combine your best skills and strategy together to get the most out of your play. If you're looking to get it, you'll build your best strategy.



GO THE DISTANCE

Knowing how to clear a path is the key to Dr. Mario 64, and Mission Mode can help you see your technique. Since the pills are constantly changing, you'll see what you can do with all the layers. Keep practicing until you see the best possible solution.

IN THE BEGINNING

As soon as the countdown begins, determine where your first piece will be right at home. You have three seconds before the enemies start pouring in, so get off to a good start by making the right first move.



WHAT LIES BENEATH

Don't just work from the top—remember to work from the bottom, too. If too many pills have piled on top of a virus, build from the bottom. When you get rid of the pills, the stack will fall a few notches, giving you more room to move.



HALF AND HALF

If there's an open slot, try rotating a matching vitamin in it. In the example, the red pill will compare the top-left and top-right, while the yellow pill will fall to the yellow below. Always try to match both halves.



EMERGENCY! EMERGENCY!

Dec. 1990



Dr. Mario's first adventure sets the precedent for the NES, the premier console platform game for office workers. Buy to level players for their puzzle-solving skills.

Dec. 1994



Two people gets combined in one. Since the Game Boy, it's the best way to play Dr. Mario. Buy to get a double dose of Dr. Mario's fun for the joy of life.

Apr. 2001

DR. MARIO 64

For the first time in the medical career, Dr. Mario has made a four-player game on NES.

A SECOND OPINION... AND A THIRD AND A FOURTH!

A great medical breakthrough, Dr. Mario 64's Multiplayer Mode is the perfect place to practice your skills. Whether you're playing a battle royal or a two-on-two Team Battle, the garbage

sent from combos will change everyone's strategies in a moment's notice. Be the one who's sending the garbage—not scoring it—by mastering the following combo techniques.

VERTICAL LIMIT

Don't just think horizontally—think vertically, too. In the example, a wormhole would be treated as the vitrine upside that the red is on the bottom. When it lands on the red stack, the yellow will fall to the yellow stack below and complete another match.



THE LAST GERMS

When you're down to only a few viruses, forget about getting fancy and matching up colors. Since you won't have to worry about mismatched pills burying everything, you can be sloppy. Concentrate on speed instead of organization.

INTO THE GAP

Always be on the lookout for big gaps between like-colored pieces. The natural thing to do is to stick pieces on top of others, but if you find a space to fill, you may be able to eliminate multiple viruses in a single move.



SPIN DOCTOR

The A Button rotates the falling vitrine clockwise, while B rotates it counterclockwise. Familiarize yourself with the A and B functions so you can open your path to victory before it lands. Using pieces up correctly will help you position combos.

CLIMBING UP

If garbage piles on top of a vitrine, approach it from below by holding a ladder. Use vitamins of any color to create your tower, and give just enough space to let the low-matching colors fall in to attack the giant's underbelly.



PILLS AND HILLS

If there are pills piled up in emergency situations, remove your way down one side of the maze and hollow out the pile. Don't bother clearing out the entire top left—just create the routes you need to reach the vitrine.

SIMPLE COMBO

The easiest way to score a combo is by placing a two-tone pill on top of two matching viruses. By placing three identical vitamins on top of them, you'll wipe out two viruses with minimal pills.



PERFECT FIT

When placing a vitamin vertically, always bear in mind the color of its upper half. Use it to your advantage so that it fills and complements a combo.



ROCK BOTTOM **NR**

If there's no room to stack vitamins on top of a virus, stand the pills on end and placed them side by side until you've created a row of matching colors. The technique works best at the bottom of your battle since you won't have to worry about the color of the pill's top half or where they'll fall.

SPECIAL THERAPY


In Multiplayer and Vs. Computer, you can vary the virus number and vitamin speed from player to player. Experiment with different settings to put yourself at a disadvantage so you can test your combo-building skills.

CONTINUING EDUCATION

For more practice, play Classic Mode and leave one virus untouched so the stage never ends. Using the vitamins that continue to fall, place them in different arrangements to work out elaborate combo setups.



DIAGNOSIS: FUN!

More exciting than Tetris and a tad more laid-back than Tetris Attack and Foldman Puzzle League, Dr. Mario 64 is the wonder cure for puzzle fans who want frenzied action and four-player thrills. Tetris has never gone out of style, and neither will Dr. Mario 64. The doctor is in. 





Patrick,
Wal-Mart
Customer

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ESRB Rating System

Entertainment Software Rating System

Early Childhood	Everyone
Teen	Mature
Adults Only	Rating Pending

POKÉMON STADIUM 2

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Our second go-around with Pokémon Stadium 2's tough Trainers sent us straight to the Pokémon Academy for some serious studying. The battles are harder than ever in Pokémon Stadium 2, and you'll have a better chance of winning if you take a break from battling to study instead.

EARL'S POKÉMON ACADEMY NR



In Pokémon Stadium 2, you'll have the chance to enter the Academy and take Earl's enlightening classes, which cover everything from Move Combo to the Weather. Be sure to check out the Library—it's an amazing Pokémon reference. Gold and Silver info won't be in the Library until you've taken and passed all of Earl's classes, lectures and skill tests.

Lectures



Sign on for Earl's lectures. You'll learn many interesting facts about moves, items, weather, Eggs and more. Earl quizzes you after each lecture.

Test Your Wits and Skill



After you've completed all the lectures, you'll take a long quiz. If you pass it, you'll be able to take the Skill test, which tests your knowledge in battle.

Items and Pokémon



The Library has info on every known item and Pokémon. Look up each Pokémon to see its evolutionary chain, what moves it can learn and more.

Moves



You can check the Library for info on every move, including which Pokémon can learn the move and how each Pokémon learns it.

Type Matchups



The Library also has the most complete Type Matchup chart ever produced—it even allows you to see matchups for dual-types.

Egg Groups



If you're having trouble breeding Pokémon, check the Egg Groups section to figure out which Pokémon can produce Eggs together.

RAISING POKéMON

The best way to tackle the battles in Pokémon Stadium 2 is to use your own raised Pokémon. We've put together a few tips to get you started.

RAISING POKéMON FOR THE GYM LEADER CASTLE

Check the Competition



Look carefully at your opponent's teams. They're typically selected thematically by type, attacks or combos or a mixture of the three. When you understand your opponent's strategy, you can counter it with your own Pokémon and attacks.

Don't Show Weaknesses



Don't create a team of only one type to counter the Gym members' teams of mostly one type. Many of the enemies are prepared for that strategy from you and have equipped their Pokémon with attacks your Pokémon will be weak against.



Watch Your Levels



Make sure your Pokémon are near the same level and at least at level 50. The closer your Pokémon will be to level 50, unless your Pokémon are at a higher level, in these cases, your opponent's Pokémon will be at the same level as your highest level Pokémon.

Go to Earth



You don't need to double-up on similar moves, even in the Gym Leader Castle. Two or more moves that have similar effects, like Surf, Hydro Pump and Waterfall, aren't really necessary. Choose one that is reliable and powerful and leave the others out.

GENERAL POKéMON TIPS

Remember Your Limits



Remember that even if your Pokémon has moves that match its type that the opponent is weak against, it doesn't mean that your Pokémon will automatically also have a resistance to the opposing Pokémon's attacks.

Resistance Is Good



Sometimes it's good to use a Pokémon whose types are resistant to the opposing Pokémon's attacks. For example, you might want to use a Flying-type when facing lots of Ground-types as long as they don't have any Rock-type moves.



Deal-Type Discrepancy



Multi-type Pokémon can be an enormous help in many battles, but be careful! Depending on the opponent, they may be no double the strength or double the weakness. Always think about both of a Pokémon's types before using it.

Make Your Move



First Pokémon whose moves work with their attack type and cover their weaknesses. If you're using an Aeroblaster, for instance, give it Psychic, which takes advantage of its high Special attack, and Reflect, which covers for its low defense.

GYM LEADER CASTLE

The most frustrating things about the Gym Leader Castle are that you can't even comment on perfect games and if you lose a match from any time in a Gym, you have to start over from the beginning of that Gym. That's rough. Many of the Trainers in the Gym have a Pokémon preference of some sort you can use against them in battle.



POKéMON STAT CHART

We're recommending one good Rental Pokémon to use against each of the opponent's Pokémon, and we've included the attacks to use, too.

Type	Attack	Type of Attack
Fire	Flamethrower	Special
Water	Hydro Pump	Special
Electric	Thunderbolt	Special
Ice	Ice Beam	Special
Grass	Solar Beam	Special
Ground	Earthquake	Physical
Flying	Thunder	Special
Rock	Rock Slide	Physical

VIOLET GYM

The members of the Violet Gym are pretty straightforward—they love Flying-type Pokémon. If you counter them with your own Ice-, Rock- and Electric-types, you'll do very well in this Gym.

RECOMMENDED RENTAL TEAM FOR VIOLET GYM

RENTAL TEAM	RENTAL TEAM	RENTAL TEAM	RENTAL TEAM	RENTAL TEAM
1. STARYU	2. STARYU	3. STARYU	4. STARYU	5. STARYU
6. STARYU	7. STARYU	8. STARYU	9. STARYU	10. STARYU

BATTLE 1 - BIRD KEEPER MATI

POKéMON	POKéMON	POKéMON	POKéMON	POKéMON
1. STARYU	2. STARYU	3. STARYU	4. STARYU	5. STARYU
6. STARYU	7. STARYU	8. STARYU	9. STARYU	10. STARYU

BATTLE 3 - GYM LEADER WHITNEY

EVIL BRICKER	EVIL CLUSTER	EVIL WOODS	EVIL SCORCH	EVIL STAMPAK
 <p>EVIL BRICKER HP 100 EXP 100 EVIL BRICKER EVIL BRICKER EVIL BRICKER EVIL BRICKER EVIL BRICKER EVIL BRICKER</p>	 <p>EVIL CLUSTER HP 100 EXP 100 EVIL CLUSTER EVIL CLUSTER EVIL CLUSTER EVIL CLUSTER EVIL CLUSTER EVIL CLUSTER</p>	 <p>EVIL WOODS HP 100 EXP 100 EVIL WOODS EVIL WOODS EVIL WOODS EVIL WOODS EVIL WOODS EVIL WOODS</p>	 <p>EVIL SCORCH HP 100 EXP 100 EVIL SCORCH EVIL SCORCH EVIL SCORCH EVIL SCORCH EVIL SCORCH EVIL SCORCH</p>	 <p>EVIL STAMPAK HP 100 EXP 100 EVIL STAMPAK EVIL STAMPAK EVIL STAMPAK EVIL STAMPAK EVIL STAMPAK EVIL STAMPAK</p>

While you will find plenty of Ghost- and Poison-types within Ecruteak Gym, you'll also find plenty of other types to battle. Once again, a diverse team is your best bet.

ECRUTEAK GYM

RECOMMENDED RENTAL TEAM FOR ECRUTEAK GYM

EVIL CHUCKLE	EVIL BACONIA	EVIL SLAMMA	EVIL BUSTLEBEE	EVIL IMPROPER	EVIL SCAMPORY
 <p>EVIL CHUCKLE HP 100 EXP 100 EVIL CHUCKLE EVIL CHUCKLE EVIL CHUCKLE EVIL CHUCKLE EVIL CHUCKLE EVIL CHUCKLE</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL SLAMMA HP 100 EXP 100 EVIL SLAMMA EVIL SLAMMA EVIL SLAMMA EVIL SLAMMA EVIL SLAMMA EVIL SLAMMA</p>	 <p>EVIL BUSTLEBEE HP 100 EXP 100 EVIL BUSTLEBEE EVIL BUSTLEBEE EVIL BUSTLEBEE EVIL BUSTLEBEE EVIL BUSTLEBEE EVIL BUSTLEBEE</p>	 <p>EVIL IMPROPER HP 100 EXP 100 EVIL IMPROPER EVIL IMPROPER EVIL IMPROPER EVIL IMPROPER EVIL IMPROPER EVIL IMPROPER</p>	 <p>EVIL SCAMPORY HP 100 EXP 100 EVIL SCAMPORY EVIL SCAMPORY EVIL SCAMPORY EVIL SCAMPORY EVIL SCAMPORY EVIL SCAMPORY</p>

BATTLE 1 - MEDIUM HOLLY

EVIL ZIGZAG	EVIL BUSTLEBEE	EVIL STAMPAK	EVIL WASTON	EVIL FUSION	EVIL FUSION
 <p>EVIL ZIGZAG HP 100 EXP 100 EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG</p>	 <p>EVIL BUSTLEBEE HP 100 EXP 100 EVIL BUSTLEBEE EVIL BUSTLEBEE EVIL BUSTLEBEE EVIL BUSTLEBEE EVIL BUSTLEBEE EVIL BUSTLEBEE</p>	 <p>EVIL STAMPAK HP 100 EXP 100 EVIL STAMPAK EVIL STAMPAK EVIL STAMPAK EVIL STAMPAK EVIL STAMPAK EVIL STAMPAK</p>	 <p>EVIL WASTON HP 100 EXP 100 EVIL WASTON EVIL WASTON EVIL WASTON EVIL WASTON EVIL WASTON EVIL WASTON</p>	 <p>EVIL FUSION HP 100 EXP 100 EVIL FUSION EVIL FUSION EVIL FUSION EVIL FUSION EVIL FUSION EVIL FUSION</p>	 <p>EVIL FUSION HP 100 EXP 100 EVIL FUSION EVIL FUSION EVIL FUSION EVIL FUSION EVIL FUSION EVIL FUSION</p>

BATTLE 2 - SAGE TY

EVIL ZIGZAG	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA
 <p>EVIL ZIGZAG HP 100 EXP 100 EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>

BATTLE 3 - GYM LEADER MORTY

EVIL BRICKER	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA
 <p>EVIL BRICKER HP 100 EXP 100 EVIL BRICKER EVIL BRICKER EVIL BRICKER EVIL BRICKER EVIL BRICKER EVIL BRICKER</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>

CIANWOOD GYM

Cianwood Gym is home to some real brawlers, but the true danger comes from their attacks, including the one-hit KO moves Horn Drill and Flare and the confusion-inducing Dynamapunch.

RECOMMENDED RENTAL TEAM FOR CIANWOOD GYM

EVIL ZIGZAG	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA
 <p>EVIL ZIGZAG HP 100 EXP 100 EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>

One-Hit KO



Horn Drill doesn't always hit, but when it does, it's a one-hit knockout. It's unlikely that your entire team will fall to such a move, but it could happen. Just try again.

Confusion



Dynamapunch has a nasty side effect—it confuses Pokémon. Show at least one of your bettors a little Berry and wait out the other bouts of confusion.



BATTLE 1 - BLACKBELT NICK

EVIL ZIGZAG	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA	EVIL BACONIA
 <p>EVIL ZIGZAG HP 100 EXP 100 EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG EVIL ZIGZAG</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>	 <p>EVIL BACONIA HP 100 EXP 100 EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA EVIL BACONIA</p>

BATTLE 2 - GYM LEADER CHUCK

SET POLARON	KTU GORONNA	FIN MACHOP	FIN METEOROSA	FIN SANDSLASH	SET FINNEAPE
 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>

OLIVINE GYM

Olivine has a single Trainer—Gym Leader Jasmine. She'll test your patience with her tendency to switch out Pokémon. Watch her switching and switch your own Pokémon. Most of her team is as strong as steel.

RECOMMENDED RENTAL TEAM FOR OLIVINE GYM

FIN DRAGONAIR	FIN TROOPID	FIN ELECTABEEZ	FIN MACHOP	FIN FLAMBY	FIN SANDSLASH
 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>

Bolt and Switch



Gym Leader Jasmine won't leave a party switched Pokémon in a fight, and neither should you. Take a second frame her back—sometimes it's better to switch out.

Fire Fight



All Steel-types are vulnerable to Fire-type attacks, but Flamette, with its dual Bug-and-Steel type, is twice as vulnerable to Fire-type attacks like Fire Punch.



BATTLE 1 - GYM LEADER JASMINE

FIN STEELIX	FIN DRAGONAIR	FIN MACHOP	FIN MACHOP	FIN SANDSLASH	FIN SANDSLASH
 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>

TEAM ROCKET

Team Rocket's blasting off at the speed of light—right into your way. Battle the pesky rogues with hard-hitting moves like Earthquake and Vital Throw.

RECOMMENDED RENTAL TEAM FOR TEAM ROCKET

FIN DRAGONAIR	FIN MACHOP	FIN DRAGONAIR	FIN SANDSLASH	FIN SANDSLASH	FIN SANDSLASH
 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>

Explosive Info



The first Rocket Grunt's hand of Explosion. Remember that Ghost-types like Dugtrio are immune to Explosion. Grunt can't use Explosion three times in a row.

Steel Years II



Blazey's Steel Wing attack isn't incredibly powerful, but it is super-effective against Rocket-type opponents, and it will do well against other types, too.



Earthquake!



Team Rocket has many Poison-type Pokémon, which are one very weak against Ground-type attacks like Earthquake. Psycho-type attacks also work well.

Ancient and Powerful



An ancient's Ancient Power works wonders on Flying types like Blazey. Try using Curse to raise Aerodactyl's attack and defense before attacking your opponent.



BATTLE 1 - ROCKET GRUNT

FIN DRAGONAIR	FIN DRAGONAIR	FIN DRAGONAIR	FIN DRAGONAIR	FIN DRAGONAIR	FIN DRAGONAIR
 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>	 <p>HP 100 STAMINA 120 FIGHTING 100 PSYCHIC 100 SPEED 100 WALL BREAKER WIND SURFER</p>

BATTLE 2 - ROCKET GRUNT

EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT
EVIL GRUNT HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%

BATTLE 3 - ROCKET EXECUTIVE

EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT
EVIL GRUNT HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%

BATTLE 4 - ROCKET EXECUTIVE

EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT
EVIL GRUNT HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%

MAHOAGANY GYM

Within the chilly interior of Mahogany Gym lurk many Ice-type creatures. But don't load your team up with Fire-, Fighting- and Steel-types. You'll need a few others on your side, too.

RECOMMENDED RENTAL TEAM FOR MAHOAGANY GYM

EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT
EVIL GRUNT HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%

Grassed



Normally, you wouldn't want your Ground-type anywhere near water, but specialists in Ice-types—be it the best way to handle it.

Revolving Door



Like Jeanne, Skier Carol has no problem switching her Pokémon if the matchup isn't perfect. Try to anticipate her switching, if possible.

Medusa



You won't have much time or power to waste when battling Honorable opponent Ursula, so be sure to make your Ice-type Kick as powerful.

BATTLE 1 - BOARDER ALVIN

EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT
EVIL GRUNT HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%

BATTLE 2 - SKIER CAROL

EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT
EVIL GRUNT HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%

BATTLE 3 - GYM LEADER PRYCE

EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT	EVIL GRUNT
EVIL GRUNT HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%	 HP: 100 ATK: 100 DEF: 100 SPA: 100 SPD: 100 CRITICAL: 100 STATUS: 100 EVIL GRUNT TELL ME!! 5%

Blackthorn Gym is the place where serious Dragon Trainers study—but the Trainers you'll face don't seem to realize that. Only Clair, the Gym Leader, has Dragon-types on her side.

RECOMMENDED RENTAL TEAM FOR BLACKTHORN GYM

ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



Leader of the Peak



Festonia's Drill Peck will take care of any of Cooltrainer Gloria and Ninia's Pokémon. It's a powerful Ice, water-type attack.

Water Legend



Carolina's Surf attack will help out on the team Fire-types Charizard and Cyndrago. Carolina's Mirror Coat is useful against Clair.

Key Hit



Ranzard's Ice Beam is absolutely perfect for cooling water-type tough Dragon-types like Drapion. It's not the best choice for Kingira, however.

BATTLE 1 - COOLTRAINER GLORIA

ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



BATTLE 2 - COOLTRAINER VINCE

ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



BATTLE 3 - GYM LEADER CLAIR

ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ELITE FOUR

There's no getting around it—The Elite Four are superpower, and you have to battle 'em all with the same team. It might take you a few rounds before you can beat the five (!) Trainers in the Elite Four Tower.

RECOMMENDED RENTAL TEAM FOR THE ELITE FOUR

ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE BEAST
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



ICE SANDLION
 ST 100 HP 100
 100% DEFENSE
 100% SPEED
 100% ATTACK
 100% DEFENSE
 100% SPEED



Reflection of Power



Wight's Hit doesn't really attack outright—it uses moves like Mirror Coat and Counter to send the opponent's power back to it, disabled.

Double-Tossed



Electrode makes it rough since evasive, making it hard to hit. Use Power Attack, which never misses.

Fighting Flow



Fight-type Pokémon are very weak to Flying-type attacks. Use Fearow's Drill Peck against Bruno's Meowth.

Bazed and Confused



Knows will try to use Confuse Ray to make your Pokémon attack themselves in confusion. Use Scatter Berry, won't go far, but it will help you out.

Dangerous Poes



Leech's Dragonite and Wyntar are incredibly powerful Pokémon. If you have your own Pokémon trained to level 50, use them.

Leech's Dragonite and Wyntar

Leech's Dragonite and Wyntar are incredibly powerful Pokémon. If you have your own Pokémon trained to level 50, use them.



BATTLE 1 - ELITE FOUR WILL

POKEMON	TYPE	HP	ATK	DEF	SP. ATK	SP. DEF	STATUS
Will's Machop	Fighting	100	100	100	0	0	None
Will's Machop	Fighting	100	100	100	0	0	None
Will's Machop	Fighting	100	100	100	0	0	None
Will's Machop	Fighting	100	100	100	0	0	None
Will's Machop	Fighting	100	100	100	0	0	None
Will's Machop	Fighting	100	100	100	0	0	None

BATTLE 2 - ELITE FOUR KOGA

POKEMON	TYPE	HP	ATK	DEF	SP. ATK	SP. DEF	STATUS
Koga's Weezing	Poison	100	100	100	0	0	None
Koga's Weezing	Poison	100	100	100	0	0	None
Koga's Weezing	Poison	100	100	100	0	0	None
Koga's Weezing	Poison	100	100	100	0	0	None
Koga's Weezing	Poison	100	100	100	0	0	None
Koga's Weezing	Poison	100	100	100	0	0	None

BATTLE 3 - ELITE FOUR BRUNO

POKEMON	TYPE	HP	ATK	DEF	SP. ATK	SP. DEF	STATUS
Bruno's Machop	Fighting	100	100	100	0	0	None
Bruno's Machop	Fighting	100	100	100	0	0	None
Bruno's Machop	Fighting	100	100	100	0	0	None
Bruno's Machop	Fighting	100	100	100	0	0	None
Bruno's Machop	Fighting	100	100	100	0	0	None
Bruno's Machop	Fighting	100	100	100	0	0	None

BATTLE 4 - ELITE FOUR KAREN

POKEMON	TYPE	HP	ATK	DEF	SP. ATK	SP. DEF	STATUS
Karen's Machop	Fighting	100	100	100	0	0	None
Karen's Machop	Fighting	100	100	100	0	0	None
Karen's Machop	Fighting	100	100	100	0	0	None
Karen's Machop	Fighting	100	100	100	0	0	None
Karen's Machop	Fighting	100	100	100	0	0	None
Karen's Machop	Fighting	100	100	100	0	0	None

BATTLE 5 - LANCE

POKEMON	TYPE	HP	ATK	DEF	SP. ATK	SP. DEF	STATUS
Lance's Dragonite	Dragon	100	100	100	0	0	None
Lance's Dragonite	Dragon	100	100	100	0	0	None
Lance's Dragonite	Dragon	100	100	100	0	0	None
Lance's Dragonite	Dragon	100	100	100	0	0	None
Lance's Dragonite	Dragon	100	100	100	0	0	None
Lance's Dragonite	Dragon	100	100	100	0	0	None

KANTO GYM LEADERS

Kanto, Here I Come!



Once you've taken down Lance, a new area of the Gym Leader Castle will appear—Kanto Gym Leader Castle. There are eight Gym battles plus one extra battle in Ramirez Castle. Because each Gym has only one battle, it's not quite as stressful as Johto's castle.

After the Elite Four are history, you'll get a message saying you've won the Johto Gym Leader Castle. But would Mario Gym Leaders appear to challenge you. Are you up for it?



FOLLOW THE LEADER

Pokémon Stadium 2 is full of challenges, from the Pokémon battles in Gym Leader Castle to the most inbred person in the Pokémon Academy. Even the most dedicated Pokémon Trainers will spend many long hours trying to get through all of the difficult battles—but Trainers who persevere will be rewarded with Pokémon Presents and a whole new round of Stadium battles to attempt.





His Body Exists In The
Mundane World.
His Spirit Resides
On A Higher Plane.

AIDYN
CHRONICLES
THE FIRST MAGE

In Between Is Chaos.

In this, the first traditional RPG for PS4, a young man embarks on a seemingly impossible journey to discover his purpose and fight his destiny. Can he save off his chaotic, ever-changing obstacles and find the path he was always chosen? Or will chaos swallow him, changing him into a being that's not?

- Real-time 3D combat with beautifully-animated character
- Unique blend of story-driven, where you can still play based on your
- Storyline written by Chris Klug, creator of the award-winning paper game, *Dungeons & Dragons*
- Extra 30 characters to add to Aidyn's party



THQ

www.thq.com

IT'S ARRIVED!



GAME BOY. ADVANCE

IT MAY NOT BE FROM OUTER SPACE, BUT GAME BOY ADVANCE IS OUT OF THIS WORLD AND ITS IMPACT WILL BE FELT AROUND THE GLOBE BEGINNING MARCH 21ST—THE DAY THAT GBA GOES ON SALE IN JAPAN. WITNESS THE DAWN OF THE AGE OF ADVANCED GAME PLAY.

GAME BOY ADVANCE ARRIVES IN JAPAN

This month, Nintendo Power introduces you to the amazing Game Boy Advance with an in-depth look at the system and games. You'll peek inside the powerful GBA hardware to see what it can do with graphics and game play. You'll explore many of the first Japanese titles

from Nintendo and other publishers such as Konami, Capcom, Hudson Soft and Sega. You'll even get to check out some of the new games that are in development outside of Japan. Then, you'll focus on the next step in the Game Boy Advance world tour—the system launch in North America. It's coming sooner than expected, on June 17th, just in time for a summer of advanced fun.



The Japanese advertising campaign for Game Boy Advance featured the print ad shown here.

Advance Madness

Before the retail stores opened on March 21st in Akihabara (the Japanese video game Mecca) and other locations around Japan, Game Boy Advance had rung up over three million retail orders. If that seems like a staggering number, consider that Nintendo Company Ltd. has predicted the sale of 24 million Game Boy Advance units worldwide in the first year. Japanese players lucky enough to snag one of the first few million units will have 22 games to choose from, including four from Nintendo. Another 25 titles have been announced officially for the Japanese market. Dozens of other titles have been, or will shortly be, announced for North America. In fact, some games will be announced for the first time here in this article. And dozens of other games are in development but haven't been announced at this time.



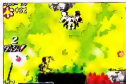
Mario Kart Advance was rumored to be a launch title, probably because it was shown at Spaceworld last August. Its actual release date will be later this year.



Golden Sun, a beautiful RPG from Nintendo, will follow the Japanese launch by a few months. It's scheduled to be released in May.

Advanced Extras

When the first gamers pick up their GBAs and Game Paks in Japan, they'll snatch up plenty of accessories, as well.



With first-generation titles like Pinobee, Castlevania and Lucky Star appearing on Game Boy Advance, the future looks very bright.

The Game Boy Advance Game Link Cable will be one of the hottest sellers. Many of the first games support multiplayer gaming, including four-player modes. In fact, games like Mario Advance have two multiplayer gaming modes. In the Single-Pak Mode, four players link up, and they'll use just one Game Pak. In the Multi-Pak Mode, each of the four players will have to have a Game Pak. The AC Adapter is likely to be another huge seller. Nintendo engineers tell us that the GBA gets about 15 hours per set of AA batteries, so the AC Adapter will be a money-saving investment in the long term. A little further down the road, GBA owners will be able to buy a new version of the Mobile System GB. (You can read more about the Mobile Adapter in this month's Game Watch.) Plenty of other licensed accessories should flood the market, as well.

JAPANESE LAUNCH GAME LIST:

ALL JAPAN GBA CHAMPIONSHIP

BOKU WA KOUKUU KANSEI-KAN
(I AM AN AIR SYSTEM CONTROLLER)

BOMBERMAN STORY

CASTLEVANIA:
CIRCLE OF THE MOON

CHU CHU ROCKET

F-ZERO ADVANCE

FIRE PRO WRESTLING A

KONAMI'S WAI WAI
RACING ADVANCE

KURU KURU KURU-RIN

MAIL DE CUTE

MARIO ADVANCE

MOMOTARO FESTIVAL

MONSTER GUARDIANS

MR. DRILLER 2

NAPOLEON

PINOBEE'S GREAT
ADVENTURE

ROCKMAN EXE

SILENT HILL

STARCOM (STAR
COMMUNICATOR)

TWEETIE'S
HEARTY PARTY

WINNING POST
FOR GBA

THE ADVANCE OF GAMING



At first glance, you might think that Game Boy Advance is all about technology. Actually, it's about fun. Nintendo's engineers created Game Boy Advance to improve the quality of handheld games. The larger screen with its improved resolution and larger color palette is just one feature that Advance scores over previous Game Boy systems, not just because the screen is bigger, wider and sharper, but because players will be able to see more detail in the game environment. Characters may look more like real people. Monsters will look more frightening. Race car drivers will be able to see farther ahead for a more realistic experience.

Advance's biggest leap in performance over previous Game Boys comes from the inclusion of the 32-bit RISC processor. Game Boy and Game Boy Color use much less powerful 8-bit processors similar to the Central Processing Unit (CPU) of the original Nintendo Entertainment System. The Super NES was equipped with a 16-bit CPU. A lot has been said about how easy it will be to port games for the Super NES to GBA. The truth is that GBA can run circles around the Super NES in terms of outperforming graphics. Even in the first generation of games for GBA we are seeing things that could never have been done on the old 16-bit platforms. In fact, some developers are already pushing the limits of the hardware to achieve 3-D environments and pre-rendered sprites that look like high-resolution 3-D characters. In terms of game play, the faster 32-bit CPU of Game Boy Advance lets

designers pump more action onto the screen at one time. Artists can create greater levels of detail and realism. A vastly improved sound system creates realistic music and effects, particularly if players don't wear headphones. The Left and Right Buttons add to the player's ability to control characters, vehicles and other game elements. And the Advance Game Link Cable, with its built-in capacity to link up to four units, is set to revolutionize handheld multiplayer gaming.

Picture-Perfect

Beauty is in the eye of the beholder, it's been said, and if you happen to be holding a Game Boy Advance, the statement is curiously true. Game Boy Advance games will be viewed on the unit's 2.9-inch Reflective TFT color LCD screen. The screen area is approximately 40% larger than the original Game Boy screen, and the GBA screen is wider than it is tall, like a regular television screen. The image is not only larger, it's sharper, too. The resolution of the screen is determined by the number of pixels on the screen. A pixel is a small dot composed of one color, and pixels are measured in horizontal and vertical lines. Game Boy Advance has 240 horizontal pixels and 160 vertical pixels. The entire screen is composed of 38,400 pixels. Amazingly, that's about 10,000 pixels per square inch, which is actually better definition than some HDTV sets.

The sharpness and brightness of the Game Boy Advance LCD (Liquid Crystal Display) screen are the result of reflective TFT technology. TFT is short for Thin Film Transistor, which refers to the element used to control the colors of the individual pixels. TFT LCDs provide the sharpest display, fastest update and widest viewing angle of all LCD screens. The update speed is important because video game animation will look choppy, blurry and unconvincing if the rate is too slow. The viewing angle of the screen is particularly important for a handheld system. A wide viewing angle allows players to tilt and move the GBA unit while playing and still be able to see



Lots of characters can race at one time on the screen of the GBA at one time, like four racers and a bunch of items in Konami's Wacky Racing.



The Left and Right Buttons come in handy in games like F-Zero Advance, where they allow drivers to make sharper turns.



The high level of detail seen in games like Monster Farm 2 adds richness to the virtual world and the gaming experience.

the screen clearly. As for the reflective nature of the screen, it means that you'll need an ambient light source to brighten the screen. An ambient light source is anything from the sun to a lamp. A backlit LCD screen would be more expensive, drain your batteries much faster and have a much smaller viewing angle.

As for color, the GBA has a palette of 32,768 colors to choose from. The screen displays up to 511 individual colors at one time during normal game play, but in the cinematic bitmap mode, Game Boy Advance can display 32,768 colors simultaneously. That's a lot of beauty to behold.



Star Wars: The Force Unleashed, still in development, will allow players to control the Force with a very little assistance, but the effect is still astounding.

Brains and Brawn

The brain, not to mention the muscle of the GBA, is a custom-designed 32-bit RISC processor. The CPU contains nearly 150,000 bytes of internal memory, speeding up calculations and improving graphics capabilities. The CPU runs the programs on the Game Pak, produces the graphics, receives feedback from the Control Pad and buttons, handles communications with linked GBA units and creates the sound and music. The original Game Boy and Game Boy Color used 8-bit CPUs, capable of handling data in 8-bit chunks. The Game Boy Advance handles four times the amount of data at the same time, and it runs faster: If you consider that the Super NES used a 16-bit processor and the PlayStation used a 32-bit processor, you'll begin to see how powerful Game Boy Advance is for a handheld gaming system. Game Boy Advance can reproduce any graphic effect from any Super NES game.



Unlike many GII and GBC RPGs that use simplified battle systems, GBA RPGs such as *Monster Gards* from Konami will be complex and deep.



Koei's *Winning Post* will have a network function that uses the Mobile System so players can race their steeds against racetracks of other trainers.

Amazingly, it can also produce almost perfect representations of some N64 games. A demonstration of *Yoshi's Story* is

DEVELOPMENT UPDATE

The Game Boy family of game systems has spawned the creation of over a thousand titles, or, in other words, more than ten million people, or, in other words, beyond almost the entire world, and many times that number of games have been sold to millions of people. Needless to say, the video game industry can boast all they

want when it comes to support for their untested consoles, but when it comes down to the numbers, Game Boy Advance leads the way. At present, over 300 publishers and developers are hard at work creating Game Boy Advance games, most of which haven't been announced yet. The designers, programmers, and artists of those companies are working with 1,000 development kits (dev kits) to create the games. In fact, developers are demanding so many additional dev kits, like the one shown in the photo, that the numbers are sure to go much higher. Advance development is just heating up.




Included with every Game Boy Advance Development Kit, which is the hardware and software that Nintendo sends to licensed GBA developers, Game Boy Advance can display 128 characters on the screen at one time, it can rotate and scale characters better than the Super NES, and it can produce stunning special effects such as the transparency of glass or water. Already, Game Boy Advance developers around the world are learning to create spectacular graphics and effects with the new hardware. One developer in Japan is working on a pretendend 3-D racing game that looks as good as a console 3-D racer. And a team in England is working on real 3-D shooters. The future advances see almost unlimited.

As Game Boy Advance is poised for the future, it is also set to enhance the past. One of the most impressive facts about the

Game Boy Advance CPU is that it contains the entire Game Boy Color CPU inside it. The embedded CPU is what makes all existing Game Boy and Game Boy Color games playable on Game Boy Advance. In practical terms, it means that you can continue to enjoy your collection of Game Boy classics without having to switch between Game Boy and GBA. It also means that you'll have lots of games to choose from. In addition to a large launch library of titles for Game Boy Advance, many of which are shown in this article, you'll have a thousand or more Game Boy and Game Boy Color titles that you can play. You'll even have the option to stretch original Game Boy graphics to match the wider dimensions of the GBA. Now, that's a brainy system.

ADVANCE GAMES: THE FIRST GENERATION

 New hardware systems may be exciting, but the real excitement comes from the games. The first wave of titles from Nintendo and other publishers for Game Boy Advance includes some familiar names and characters and plenty of original games and new heroes. In the next few pages, you'll see the games that are on their way for the Japanese launch of GBA, followed by a host of titles that are likely candidates for release in North America this summer.

Super Mario Advance Save the World of Dreams from Wart's Evil Plans

The classic Super Mario Bros. action game has been updated for Game Boy Advance with enhanced graphics and sound. Fans of the original 1988 platformer for the NES will remember the battles with Bowser, Monty, Fryguy and Clawgrip, but the battles may not look quite the same on the Game Boy Advance. Huge characters, giant vegetables, rotating



The gang is back for an updated adventure on GBA. When it was released in North America for the NES, the game was known as Super Mario Bros. 2.



Peach and the other playable characters are not for cover, speed and jump. Princess Peach, it seems, has the gift of NH.

images and other special effects will make Super Mario Advance look and play like a whole new version of SMB 2. The new look is packed into a 32-megabit Game Pak with 20 levels of jumping, stomping and block-busting fun. You'll also find multiplayer games based on the original Mario Bros. arcade game.

The Main Event

In the main adventure, players can choose to play with Mario, Luigi, Princess Peach or Toad. Each hero has



Especially vegetables are new to the GBA version of the game. If you miss with a veggie of this size, you should probably play Hermit Wario next ad.



You'll also run into giant enemies the SkyGuy. You can pick them up and throw them, too—they'll rotate as they fly toward your target.

special advantages or weaknesses in speed, acceleration and jumping distance. As in most classic Super Mario games, you'll collect traditional items such as mushrooms, keys and coins and special items, such as vegetables, which you throw at enemies. You'll face the wrath of characters such as Alibon, Sliggly, Sniff, Cobrat and Bob-omb as you make your way through sandy deserts, tropical fields, icy wastelands and dangerous castles.



These enemies show greater detail and more complex moves, such as scaling and rotating, than in the original NES game.



Join in the Fun

One of the great things about Game Boy Advance is the ease with which you'll be able to play multiplayer games. It seems as if most of the early games from Nintendo have at least one or two multiplayer modes of play. In *Super Mario Advance*, one to four players can link up using the GBA Game Link Cable. In Single-Pak Mode, all four players can play using just one Game Pak, but they'll be limited to one level. A second multiplayer mode requires each player to have the game, and they'll have access to multiple areas. *Super Mario Advance*, which is still a tentative title for the North American market, should have loads of fun for every action fan.

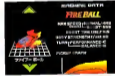
F-Zero for Game Boy Advance

The Future of Racing is Advanced

Nintendo's F-Zero series has always meant fast, futuristic vehicles competing on out-of-this-world courses. That hasn't changed as F-Zero shifts lanes to Game Boy Advance. You'll find yourself in the fast lane with a new cast of characters and rivals, a new collection of advanced



Based on the original *Mario Bros.* game, one to four players can join in the series, competing in Classic and Battle Modes.



vehicles and a new circuit of challenging courses set around the galaxy. F-Zero for the Super NES made use of scaling and rotation features to create its sense of speed. Game Boy Advance's 32-bit, turbo-charged performance will leave the Super NES game eating dust.

One to Four Drivers Wanted

Possible gaming is about to go through a revolution. The multiplayer advances on GBA will unlock a whole new area of gaming. In F-Zero for Game Boy Advance, which is still a tentative title, players will have two options for simultaneous racing action. Using GBA Game Link Cables, players can race using just one Game Pak or four Game Paks. You'll get a taste of F-Zero multiplayer action with one Game Pak and a whole mess of racing if everyone has the game. Either way, no one is left out in the cold.



JAPAN ADVANCE **NP**



In addition to Nintendo's first-party titles, games are on the way from most of the major publishers in Japan. Nintendo Power has gathered the latest screen shots and information on the launch titles, but with over 200 screen shots, plus descriptions of the games, we ran out of room to show them all. To catch even more of the shots, head to nintendopower.com. You won't want to miss a single pixel of a single pic.

MOMOTARO FESTIVAL

Publisher: Hudson Soft
Release date: March 21st

Hudson Soft's RPG is based on a popular character from Japanese folk stories. In the game, players guide the young hero, Momotaro, through adventures filled with humor and lots of tongue-in-cheek challenges.



ALL JAPAN GT CHAMPIONSHIP

Publisher: Konami
Release date: March 21st

Konami's realistic racer features GBA GameLink Cable and Mobile System compatibility. Drivers move from the GT 300 class to the elite 1000 GT500 class. Realistic track change during races, and players can create custom cars and



ROCKMAN EXE

Publisher: Capcom
Release date: March 21st

Capcom has a new twist on an old favorite. In Rockman EXE, the blue bomber (known as Mega Man) in North America) must fight a virus in a virtual world using a Battle Chip, players send special computer "wetware" data to Rockman.



PINOBBEE'S GREAT ADVENTURE

Publisher: Hudson Soft
Release date: March 21st

Pinoche, a colorful line-art character was kidnapped before completing his incredible invention, must rescue his creator to make sense of events. The game's story tells the story—gorgeous, side-scrolling levels. Expect a big buzz on this one.



TWEETY'S HEARTY PARTY

Publisher: Konami
Release date: March 21st

The Lovable Tweet character is a race to drive Tweety Bird before he turns to stone. Players can link up with the GBA GameLink Cable to hook up over their cell phones with the Mobile System to play a wild west twist of innuendo.



WINNING POST

Publisher: Konami
Release date: March 21st

Warner racing games have been big news in Japan for years, and Konami's entry that Winning Post II will get off to a fast start when the released with GBA in March. Players not only race their steeds—they breed and train them, so well.



BOMBERMAN STORY

Publisher: Hudson Soft
Release date: March 21st

Bombing man's adventures on the planet Faraway features bossed alien arena scenes and explosive action with plenty of puzzles. Fans of the Bomberman series will look forward to the four player mode.



CASTLEVANIA: CIRCLE OF THE MOON

Publisher: Konami
Release date: March 21st

The side-scrolling action is beautifully rendered part of early Castlevania classics. As a vampire hunter armed with a whip and lute, you'll face ghosts, monsters and Dracula himself in a dark, moody tale with cool trap traps.



SILENT HILL

Publisher: Konami
Release date: March 21st

The text adventure that became a PSX hit in Japan looks strange in Game Boy Advance. Prioritized graphics and audio music over the dark plot, and cinematic sequences show nice GBA-to-imagined.



STARCOMI (STAR COMMUNICATOR)

Publisher: Konami
Release date: March 21st

One of the most ambitious titles for GBA is Konami's Starcomi. The game combines e-mail functions with an action game. Players exchange e-mail over the Mobile System as well as collect items. Starcomi, a cute character in the game.



DODGE BALL FIGHTERS

Publisher: Atari
Release date: Spring 2001

Atari hopes to get a hit with Dodge Ball for Game Boy Advance. One hit may not be enough in the game, however, since players must reduce their opponents' HP to zero to win.



MAIL DE CUTE

Publisher: Konami
Release date: March 21st

Konami introduces a new style of adventure game in which game characters interact with players by sending them cutscenes. If you do well in a pit, you'll move ahead in the adventure.



MR. DRILLER 2

Publisher: Namco
Release date: March 21st

In Namco's puzzle game sequel, Mr. Driller scores points by digging through the colored blocks to reach prizes worth big points. It's classic game action that looks great in its new home on Game Boy Advance.



CHU CHU ROCKET!

Publisher: Sega
Release date: March 21st

The DC hit looks great on Game Boy Advance in the first port published in North America. Your job is to save your space man before some mean space hitmen turn them into space chow.



WAI WAI RACING ADVANCE

Publisher: Konami
Release date: March 21st

We Wai Racing means Wacky Racing in translation. The wackiness comes through loud and clear in Konami's signature characters, the 16 car race and the many items to launch at your opponents, Mario Kart-style.



FIRE PRO WRESTLING ACE

Publisher: Spike
Release date: March 21st

Spike's wrestling game gets a grip in the handheld world for the first time. Players can wrestle with 200 characters or create their own. Each wrestler has cool signature moves, as well.



MUGEN KIKOU ZERO TOURS

Publisher: Media King
Release date: To Be Announced

The Media King's RPG title for Game Boy Advance, even you don't size up in several scenarios. If you do, you can join your party, and if you back up with a GBA Game Link Cable, you can open a hidden dungeon.



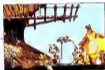
BRING IT HOME

Japan is just the first stop on the Game Boy Advance world tour. The next launch is right here in the U.S.A. and Canada on June 11th. Some of the titles that will be released at launch are fairly certain, and others may be subject to change. The games shown in this article are quite likely to be available on or soon after June 11th.

CREATURES

Publisher: Conspiracy Entertainment
Release date: June 11th

Conspiracy Entertainment has big plans for its virtual pet title. It won't raise creatures known as Normy and Draggable, teaching them right from wrong and eventually creating a family. Conspiracy plans to create a GBA version as well.



IRIDIUM 3-D

Publisher: Magesco
Release date: June 11th

Magesco's 3-D space shooter features smooth aerial maneuvering at 60 frames per second for an eye-popping experience. You'll fly from earth to the home of the Indian Empire, fighting increased fighters and bosses in seven regions.



FEIWEI: AN AMERICAN TAIL

Publisher: Konami
Release date: March 21st

Game Boy Advance is the perfect format for Feiwei—the lovable mouse from the movies. The partner we'll find Feiwei from his home in New York to the Wild West as he collects pieces of a treasure map while seeking his best friend.



EARTHWORM JIM

Publisher: Magesco
Release date: June 11th

Shinji's original Earthworm Jim is a platformer for the Super NES that was one of the most successful for Game Boy Advance. Jim, controlled by an obnoxious super suit, gets off to save the galaxy from the evil machinations of Psy-grow.



FORTRESS

Publisher: Magesco
Release date: June 11th

Fortress is an original puzzle game that combines a pinch of Tetris with a sprinkling of Pangaro, then tosses in a dash of Lincrome just for fun. Players build castles out of Tetris-like blocks then blast away at the enemy's fortress.



PITFALL: THE MAYAN ADVENTURE

Publisher: Magesco
Release date: June 11th

Another release from the Super NES, Pitfall: The Mayan Adventure, is slated to arrive with the launch of GBA. Harry jumps, climbs, swings and fights through 10 areas in the treasure-rich jungles and temples of South America.



SUPER STREET FIGHTER II

Publisher: Capcom
Release date: August 2001

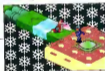
The game that began the fighting craze is back on the Game Boy Advance this summer. Super Street Fighter II (pronounced SSFII for the Super NES in exciting detail). The star actors, the moves, even the two-player VS Mode have returned.



MEGA MAN BATTLE NETWORK

Publisher: Capcom
Release date: July 2001

MegaMan BN may arrive by the beach of GBA in June, although currently it is scheduled for a July release. Players assume the role of NETO, a computer operative who works with a cyber version of Mega Man to stop orms.



FINAL FIGHT

Publisher: Capcom
Release date: July 2001

Street brawling got its start with Final Fight in the arcade and on the Super NES. The GBA version of this classic includes the arcade version's Palace stage, which wasn't in the Super NES game. And two players will be able to slug out.



LADY SIA

Publisher: Y&K Mediazone
Release date: August 2001

The original storyline TOK's beautiful, anime-style action adventure involves a warrior princess named Sia who attracts her kingdom by fighting the great Taurus beast with her adventures passing through 10 levels in four worlds.



BREATH OF FIRE I

Publisher: Capcom
Release date: September 2001

Capcom has scooped one of the greatest adventures from the Super NES era. The story takes us, the last member of the last Dragon clan, on a journey to save the world. He is helped along the way with a diverse party of warriors.



RAYMAN

Publisher: Ubi Soft
Release date: June 2001

Ubi Soft is set to showcase the power of Game Boy Advance with its stunning reproduction of the PSX version of Rayman. The game features 66 stages and bonus areas. Rayman explores all of his great moves including his helicopter glide.



A SUMMER OF FUN

June 11th is just a few short months away, and portable gaming will never be the same once Game Boy Advance arrives here. The games look great, the system is truly revolutionary, and its price will leave you with enough cash to start building an Advance library. Enjoy the future. 🎮



MARIO PARTY 3



Y'all want this party started, right? Mario's video board game is back, so shuffle on over to the bash of the year!

Threemendous!

Mario's third party doesn't officially get started until May 3, but we're taking an advance look at the NG4 game. The party planners at Nintendo and Hudson Soft came up with 70 all-new minigames and plenty of new game boards to party down with. There's also a new two-player Duel Mode, which allows players to hire partners to win the game!



SUPA STOUT



Matt LeBlond



Mike Hanks



John Pardo



Adam Laha



Steve Carroll



Steve Perry



Mike Reynolds

Take your Redline Supa Stout to the next level with a custom paint job. The paint is made of a special formula that is designed to last for years. It's the perfect way to make your bike stand out from the crowd.



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www.redlinebicycles.com/jgpower.asp

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BANJO-KAZOOIE

BANJO-KAZOOIE SECRETS REVEALED!

Ever since the release of Banjo-Kazooie, gamers everywhere have been wondering about the Rare adventure's cryptic secrets. What's the story on the Ice Key? Or the rumored secret eggs? Well, grab a backpack and hang on, because we've got info galore headed your way. All of the codes are entered at the sand castle in Treasure Trove Cove, and you'll need to drain it first. Look for a ledge with a bucket above the castle, then face away from the bucket and fire two eggs into it. Once the castle is drained you can input letters on the floor inside by performing a Bink Buster on each one. Some of the cheats, like the Ice Key, will show a brief cut-scene, while others will simply make a strange noise to let you know you've entered it correctly. The first seven codes will unlock six special eggs, the Ice Key and a memo called "Stop 'n' Swap"—but they work only if you've already been to those levels. We haven't been able to find a use for the items yet, but rest assured we'll keep trying. As for the other codes, they will open up more doors, remove walls and open all the levels. Be very careful with any cheats that aren't egg- or key-related, however! If you use more than two, Grunty will erase your game! Even if you quit the game and restart, you'll still be limited to the two cheat codes—so you'll want to save them for a time when you're really stuck. Note that you will need to enter the word "cheat" before each code, but it isn't necessary to use spaces. And finally, we'd like to offer up a big congratulation to the two readers who first chided us as to Rare's treasure trove of cheats.



Enter the codes by performing a Bink Buster on each letter. You'll hear a "mo" while entering the word "cheat" but no sounds for the other letters.



WARNING:

DON'T GET GREEK, MY LITTLE CREATOR, OR OR I'LL SHOW YOU A CODE THAT MAKES YOU TALKER. USE MORE THAN TWO OF ANY SECRET TRACKS A NO I'LL ERASE YOUR GAME FOR KICKS. THE ONLY EXCEPTIONS ARE EGGS AND THE KEY. SINCE THEY WON'T HELP YOU WALLOW ME!

CODE	RESULT
DO NOT GO AND TELL HER ABOUT THE SECRET IN HER CELLAR	OPEN A CASKET IN GRUNTY'S CELLAR AND FIND A BLUE EGG
OUT OF THE SEA IT RISES TO REVEAL MORE SECRET PRIZES	RAISE SHARK FOOD ISLAND AND FIND A PURPLE EGG
A DESERT DOOR OPENS WIDE ANCIENT SECRETS WAIT INSIDE	UNLOCK THE ROCK WALL GATE IN GOB'S VALLEY AND GET THE DARK BLUE EGG
AMONGST THE HAUNTED GLOOM A SECRET IN THE BATHROOM	REVEAL A GREEN EGG IN MAD MONSTER MANSION'S SECOND FLOOR BATHROOM
THIS SECRET YOU'LL BE GRABBIN' IN THE CAPTAIN'S CABIN	REVEAL A RED EGG IN THE CAPTAIN'S CABIN IN RUSTY BUCKET BAY
NOW BANJO WILL BE ABLE TO SEE IT ON NABNUTS TABLE	REVEAL A YELLOW EGG IN NABNUT'S HOUSE IN CLICK CLOCK WOOD
NOW YOU CAN SEE A NICE ICE KEY WHICH YOU CAN HAVE FOR FREE	REVEAL THE ICE KEY INSIDE THE FREEZEZEZY PEAK ICE CAVE
THERE'S NOWHERE DARKER THAN IN WITH CLANKER	OPEN CLANKER'S CAVERN
NOW INTO THE SWAMP YOU CAN STOMP	OPEN BUBBLE GLOOP SWAMP

ICON KEY:

C BUTTONS



CONTROL PAD



BIG OBJECT

WHEEY

HGT

JUST FOR FUN

BEST BY WADDE

CODE
RESULT

THE JIGGYS OONE SO
OFF YOU GO INTO
FREEZEEZY PEAK AND
ITS SNOW

OPEN FREEZEEZY PEAK

GOBIS JIGGY IS NOW
DONE TREK ON IN AND
GET SOME SUN

OPEN GOBI'S VALLEY

THE JIGGYS NOW MADE
WHOLE INTO THE MAN-
SION YOU CAN STROLL

OPEN MAD MONSTER
MANSION

WHY NOT TAKE A TRIP
INSIDE GRUNTYS
RUSTY SHIP

OPEN RUSTY BUCKET
BAY

THIS ONES GOOD AS
YOU CAN ENTER THE
WOOD

OPEN CLICK CLOCK
WOOD

THESE GO RIGHT ON
THROUGH NOTE OOOO
TWO

OPEN THE SECOND NOTE
DOOR

NOTE OOOO THREE GET
IN FOR FREE

OPEN THE THIRD NOTE
DOOR

TAKE A TOUR THROUGH
NOTE OOOO FOUR

OPEN THE FOURTH NOTE
DOOR

USE THIS CHEAT NOTE
DOOR FIVE IS BEAT

OPEN THE FIFTH NOTE
DOOR

THIS TRICKS USED TO
OPEN NOTE OOOO SIX

OPEN THE SIXTH NOTE
DOOR

THE SEVENTH NOTE
DOOR IS NOW NO
MORE

OPEN THE SEVENTH NOTE
DOOR

WEBS STOP YOUR PLAY
SO TAKE THEM AWAY

REMOVE ALL SPIGER
WEBS

CODE
RESULT

THEY CAUSE TROUBLE
BUT NOW THEYRE RUBBLE

REMOVE ALL BREAKABLE
WALLS

BOTH PIPES ARE THERE
TO CLANKERS LAIR

REMOVE TWO PIPES BY
CLANKER'S CAVERN

SHE'S AN UGLY BAT SO
LET'S REMOVE HER
GRILLE AND HAT

REMOVE THE GRILL INSIDE
THE WITCH STATUE NEAR
BUBBLE GLOOP SWAMP

YOU'LL CEASE TO GRIPE
WHEN UP GOES A PIPE

REMOVE THE LARGE PIPE
NEXT TO CLANKER'S CAVERN

IT'S YOUR LUCKY DAY
AS THE ICE BALL MELTS
AWAY

REMOVE THE ICE CUBE IN
FRONT OF THE FREEZEEZY
PEAK JIGSAW PUZZLE

GRUNTY WILL CRY NOW
THAT YOU'VE SMASHED
HER EYE

BREAK THE EYE OF THE
GRUNTY STATUE NEAR
MAD MONSTER MANSION

YOU WON'T HAVE TO
WAIT NOW THERE'S NO
CRYPT GATE

REMOVE THE CRYPT GATE
NEAR MAD MONSTER
MANSION

THIS SHOULDO GET RID
OF THE CRYPT COFFIN
LID

REMOVE THE COFFIN LID
IN THE MAD MONSTER
MANSION CRYPT

THE GRILLE GOES BOOM
TO THE SHIP PICTURE
ROOM

REMOVE THE GRILL IN
FRONT OF THE RUSTY BUCK-
ET BAY JIGSAW PUZZLE

ONCE IT SHONE BUT
THE LONG TUNNEL
GRILLE IS GONE

OPEN A TUNNEL THAT
LEADS TO THE CLICK CLOCK
WOOD JIGSAW PUZZLE

DON'T DESPAIR THE
TREE JIGGY POOJUM IS
NOW THERE

MAKE A JIGGY POOJUM
APPEAR IN CLICK CLOCK
WOOD

UP YOU GO WITHOUT A
HITCH TO THE WATER
LEVEL SWITCH

RAISE THE WATER LEVEL
NEAR RUSTY BUCKET BAY



Arise, Shark! (Food Island) Arise
and give me a Purple Egg!



Who left a Green Egg here?



Nelwets had the Yellow Egg the
whole time! That's sussy



The Ice Key revealed

HARVEST MOON

HEAVY MEDALS

The medals won from betting on dog and horse races in Harvest Moon 64 will buy an up-and-coming farmer loads of useful gear, including a new dog house and extra stamina for your horse. But securing the precious prizes has always meant putting your hard-earned cash on the line. Well, no more. To bet on the races for free, head to the Town Square and talk to the Mayor's Wife. Place your bets as usual, but instead of selecting the "OK" icon when you're finished, press the B Button until you are back at the playing screen. You'll receive medals if your chosen animals win or place, but you won't lose any money in the process!

WE LIKE THESE ODDS

The large races take place on the 12th of Spring and the 23rd of Fall. The dog race occurs on the 16th of Winter. You won't be allowed to bet on any race in which one of your own animals is participating.



Buffy

STAKE YOUR CLAIM

It's a good day for vampire hunters, as Classified Info serves up codes for two of the better games in the genre. We'll start off the fun with Buffy the Vampire Slayer, the new GBC game from THQ. Input the following codes at the Load Game screen to open all the levels: Level 2—gMDtWV, Level 3—XfN4Pz, Level 4—5BVPLZ, Level 5—gD6Fo5, Level 6—TSCNB4, Level 7—G97TZJ, Level 8—BNFXZp.

LEAPING LEVELS

It takes a whole lot of punching, locking and stake driving to reach the finale of Buffy the Vampire Slayer, but now you can save the town of Sunnydale while barely hitting a finger.



BLADE

SINK YOUR TEETH INTO CODES

While we're on the subject of the undead, we're reminded that last last year Activision teamed up with Marvel Comics to produce Blade, a surprisingly well-crafted action title for the Game Boy Color. As Blade, vampire hunter extraordinaire, you scour the dark city's mean streets for fanged night-crawlers to exterminate. And for any of you who felt the hunting was a bit too challenging, we have a tasty treat. If you enter the code gPANTBKT?51G at the Password screen, you'll be transported instantly to the game's ending sequence!



Why muck around with stakes and garlic when you can view the final scene with ease?



Pokémon

Gotta catch 'em all!

KEEP ON TRUCKIN'

Bad codes never sleep, and unfortunately for them, neither does the Code Cop. We've been getting a number of reports about an abandoned vehicle near the S.S. Anne in Pokémon Red, Blue and Yellow. Some trainers have apparently heard that Mew is hiding under the pickup truck and can be claimed if they use Strength to shove it out of the way. Well, we can report that there is no truth whatsoever to the rumour. My partner and I drove that truck until our arms were throbbing, and then had a towtruck haul it off—there's nothing under there but some old oil stains. Maybe the powerful Psychic-type simply prefers luxury import models.



NEEDS VIEW

The truck may be tempting, but don't waste your time.

ICON KEY: 6 BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD ★ ★ ★ ★ BUN CHEAT WALKY MET JUST FOR FUN TEST BY READER!

STAR WARS EPISODE I BATTLE for NABOO

STAR WARRIORS

LucasArts always seems to slip some creative codes into their games, but *Star Wars Episode I: Battle for Naboo* takes the cake. Apparently the design team has been watching a lot of DVDs, because it included a secret track of audio commentary for every stage. Members of the team was philosophic about level design, programming challenges and anything else that crosses their minds. It's one of the most creative uses of cheat codes we've encountered in a long time, and it's also a unique chance to learn about the game design process. We've rounded up a few codes of the game play variety, too, and have included them below for your droid-blasting pleasure.



Input the code TALKTOME at the Postcard menu to hear the developer's secret commentary!



PIERCE DEITY DOINGS

One of the choicest masks in *The Legend of Zelda: Majora's Mask* is the Pierce Deity's Mask. Unfortunately, you've been able to use it only in boss battles. Until now, that is... because we've discovered a trick to let you wander all over Termina in Pierce Deity mode! First, you must put on the Bunny Hood, warp to the third day and go to Sakon's hideout in Ikana Canyon. Once there, slow down time, approach the hideout and look at the door—you will see a small crack on the right-hand side. If you run and roll at the crack, you will eventually slip inside. (If you get through but fall into the water, climb back up and try again.) Once you're inside, talk to Kafes. The two of you will then begin racing through a maze in an attempt to save the stolen Sun's Mask. During the race you will gain temporary control of Kafes. While you're controlling him, bring up the menu and replace the Bunny Hood with the Pierce Deity's Mask. When you control Link again, he will have no choice but to don the new mask. If you manage to complete the maze, you'll appear at the entrance to Sakon's hideout as the Pierce Deity! Turn around and give into the water, then take the right-hand tunnel. It will lead you to the Southern Swamp. From there you can visit Clock Town, explore the landscape or just introduce the natives to your Great Fairy Sword!



The crack can be tricky. You may need to roll at it a number of times before you'll be able to slip inside.



Once you enter Clock Town, you won't be able to leave. You'll also need to duck if you want to enter buildings.

CODE	RESULT
LECAFWE	OPEN ALL STAGES UP TO LEVEL 15
OVERLOAD	GIVE ALL SHIPS MAXIMUM STATS
KOOLSTUF	OPEN AN ART GALLERY IN THE OPTIONS MENU
WAKEUP	OPEN A MUSIC TEST IN THE OPTIONS MENU
EWERDFAD	DESTROY ALL CRAFT (INCLUDING YOURS) WITH ONE HIT
PATHETIC	GET INFINITE LIVES (NO MEDALS CAN BE WON WHILE THE CODE IS ON)
ORJKEYLL	MAKE WATER CHOPPY

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 87035
REDFORD, WA
98073-0733

Classified
INFOGRAPH

The journey through H2O and THQ's *Aidyn Chronicles* continues as our hero, Alaron, frantically searches for a cure to his poisoning. Grab a Chaos Sword and join Nintendo Power as we guide you through the next leg of your quest.



Animated Violence

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AIDYN CHRONICLES

THE FIRST MAGE

The Rise of Chaos

Last month, we introduced you to *Aidyn Chronicles* such as combat strategies, experience point distribution and treasure selection. We also walked you through the game up to the mountains near Eremosa. This month's coverage will take you deep into the heart of Aidyn, where you'll encounter challenges and monsters beyond imagining. But if you're still having trouble in the goblin stronghold, take heart. We've posted new maps at our website, nintendopower.com.

Goblin Smashing **NP**



There are so many more about it, navigating through the goblin stronghold in the mountains north of Eremosa can be a taxing chore. Make your questing easier with our online maps. It's right from THQ and H2O to you.



A Few Loose Ends

The powers of Chaos grow stronger by the day, and there's little time to waste if you hope to overcome the evil. Though Tazmin, the king of Erimon, has instructed you to meet Arden at the Wizard's School in Talvrik, delay briefly before setting out. You still need to meet with some of the locals, do a little shopping and decide on the future makeup of your party.



The House of the Mirari Sisters



If you probe to Stone after leaving Corin's Generalia, you'll recall her telling you to visit her Erimonian friends, Selene and Zarene. To find them, leave Tazmin's castle and locate the road bridge to the south.

Cross the bridge, turn right and follow the path until you see a ladder on your left. Climb the ladder, head north and climb the next ladder on your left—you'll be at the sister's front door.



Becan

Becan is a decent fighter with a high Ranged skill, so if you're short on heroes that means he makes a solid addition to the party. While the essence of the Ranged skill, however, Becan's talents perfectly complement Abasco's already possesses

Sticks and Stones



The Mirari sisters will escort you to a great forest in the caverns south of the town. Talk to Verano, a Mirari sister, to receive Stonebriars—giant blocks of wood that can calm even the fiercest beasts. Once your conversation is finished, explore the caverns to find a pair of traders. Purchase a Belt of Life if you can afford it.

Heroes Stay Free



The locksmith at Erimon will offer you a free room in each way for your services to the town. In the rear of the Inn you'll find Dama, a former knight who has given up the ways of the sword for the peaceful life of a shopkeeper. He'll join your party with a little coaxing. Search behind the purple glass sculpture in the lobby for a pair of Troubadour Gloves.

The Road Warriors

The road to Tolvok is fairly straightforward—and many signs point the way—but as you travel you'll encounter a number of enemies. If you fought all of the goblins on your previous quest, the battles are very winnable—but be especially wary of Bandit Bosses. They use magic and have high stats, so take them out quickly. You should also spend time searching the surrounding countryside for treasure.

Hidden Headgear



The road to Tolvok's room around a forest that contains a cave with a Wizard's hat inside. Follow the road and if you see a clearing on the right. Walk through the clearing until you find a scorching looking patch of earth. If you're lost, look on the map for a circular opening in the otherwise dense forest.



Godric

Godric, the mad alchemist, is waiting at the Wizard's School, giving you a second chance to add him to the party. He knows Elemental magic, which gives him many powerful of magic spells, but he's not smart to speak in physical combat.

Back on Inn



The innkeeper's son at Tolvok has a number of keys and looking for it. If you bring it to his west tent, he'll thank you for your good deed. Enter the middle room of the inn to see a short cut scene with Evren.

Regarding Guarding



The first guard at the Wizard's School demands to know your name—tell him a nonsense word to pass. The guard at Antia's door won't let you in until you recite a phrase. If you have enough experience and gold, the goldsmiths will teach you, over time.

The Root of the Problem



Antia is a powerful wizard, but even she can't heal your poisoning without some strange magic. After looking you over, she'll instruct you to enter the woods behind her school and find a substance called Ameru's Root. Though the folk say it grows in the MW, it's actually in the NE—and it won't grow at all until you speak to Pashler, the Drift Lines.

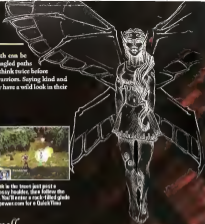
Into the Woods

You need to find Pandara before the Amaranth can be yours, but the enchanted forest is a confusing mass of tangled paths and switchbacks. Talk to other Dryads for assistance, but think twice before engaging them in combat—the winged ones are fierce warriors. Saying kind and complimentary words will help, but don't declare that they have a weird look in their eyes or you'll be attacked in force.

Pandara's Rocks **NP**



To find Pandara, follow the school's path until you come to a break in the trees just past a meadow-like patch. Enter the break and walk until you reach a large, rocky boulder; then follow the trees on your left until you're facing SW. Once you are, walk straight. You'll enter a rock-filled gash where Pandara awaits. If you're wandering in circles, go to antandpower.com for a QuickTime walk of the site.



Hide and Spell



Once you speak with Pandara, she'll wake the Amaranth floor grass. Leave her glade and walk through the woods to the far western corner, where you'll see a black tree surrounded by mushrooms. The Amaranth is at the tree's base. Once you've recovered the magical medicine, have Pandara use her Throwing skills on the tree to get some gold, then return to Pandara. If you can't find her glade, leave the woods and follow the path you used the first time.

Making Melodies

Class Is in Session



Pandara has another gift for you, but this next find is woven with a real-world hint: If your Touchstone skill is low, she'll cover her ears in disgust—but keep trying. Eventually your rusty voice will wake her, and she'll give you a magical amulet.



A small amount of gold that you can't see in the screenshot. It's hidden in the tree's base. Use your Throwing skill to get it.



A small amount of gold that you can't see in the screenshot. It's hidden in the tree's base. Use your Throwing skill to get it.

Return to Anta with the Amaranth floor. Once she realizes she can't see you, you'll be sent to Port Sella to locate a wizard named Cranwick. He lives on a small island, so you'll need to charter a boat. Before you go, browse through the school's classroom library if you have the Librarian skill. Once you're ready to leave, take the south bridge out of town.

Spells Chart

As you progress through the game, you'll be able to master different and more powerful kinds of magic. Below is a chart that describes some of the best spells that you can learn. Note that there are four schools of magic and you must be of a school to use its spells. The exception is *Alasqua*, who can cast any spell if his Wizard skill is high enough.



Name	School	Rank	DM	Range	Description	Restrictions
Earth Smite	Elemental	6	4	1m/Rank	The target of this spell is struck by a large chunk of earth and crushed.	Must be human sized or smaller
Exhaustion	Neomancy	2	8	1m/Rank	Target loses 2 strength for each rank of the spell.	None
Mirror	Neutral	6	6	1m/Rank	Effectively reflects the next low spell cast on the target.	None
Web of Starlight	Star	3	2	1m/Rank	Target is enclosed in a glowing web and will take damage each round in which it is stuck.	Must be human sized or smaller
Wall of Bones	Neomancy	5	6	1m/Rank	Any single target within range is surrounded by a wall of blood-drenched bones and cannot attack, cast spells or move.	Targets need a True Name
Clumsiness	Star	2	6	1m/Rank	Target loses 2 Dexterity values for each rank of the spell.	None
Stupidity	Warping	2	6	1m/Rank	Target loses 2 Intelligence for each rank of the spell.	None
Brilliance	Warping	2	8	1m/Rank	Target gains 2 Intelligence per rank of the spell.	None
Teleportation	Warping	6	0	2m/Rank	Caster teleports to a chosen point on the battlefield within range.	Caster only

A Port of Import

Much like the journey to *Tidwick*, the road to *Port Solid* is littered with monsters and bandits. Once you reach the *Port Solid* bridge, you'll need to talk down an overzealous knight-in-training named *Arturo*. You'll return to him in a bit, but be sure to explore both the beaches to the left and dusky cliffs to the right for gold, weapons and other treasure.

A King's Ransom



Before you reach the *Port Solid* bridge, but after you're within sight of the beach, look right and explore along the low line. Hidden deep in the darkness is a chest that contains 5,000 pieces of gold.

Slay the Ogres



Ogres can be an imposing sight, but since they are so slow and bulky, a team with high dexterity can take them out before they do much more than grunt. They usually carry lots of gold, heavy armor and powerful weaponry, too.

Arriving at Port Saïd

For a town that makes its living by the ocean, the denizens of Port Saïd are surprisingly unwilling to help you charter a boat. The merchants usually pay pretty good money for your plunder, however, and you can find powerful weapons like the Heartseeker Bow for a decent price. Be sure to visit the bandit merchant in the cellar of the first house on the right.

Beam Me up, Alaron



Take a look at the post outside the gates to Port Saïd. If you enter the water you'll locate a treasure chest with a teleportation spell inside. It's quite handy, but you must be a level 8 Wizard before you can learn the spell.



Keelin

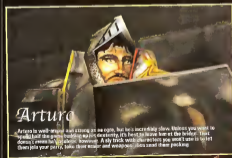
You'll find the easygoing Keelin in the Port Saïd Inn. She's a talented thief who can pick locks and break into high-protection Sir's Shop. High Archer's job description also can use weapons and items that others can't find, with her Fellowship as her only flaw, makes a good addition to any team.

Fire up the Lighthouse



Roosts won't be able to leave Port Saïd until the lighthouse is repaired, so get moving. First, find a path behind some bushes next to the house with a barrel in the cellar. Follow the path to a cave where you'll find the Lighthouse Scroll.

Leave town, take the left branch of the road (the one with no sign) and make your way to the lighthouse. Upon arrival, go to the top floor and use the scroll to light the flares. Search a cone under the lighthouse for gold.



Arturo

Arturo is well-meaning and strong as an ox, but he's incredibly slow. Unless you want to spend half the game building up your dexterity, it's best to leave him at the stable. That doesn't mean he's useless, however. A spy track with shared loot you need to use to let them join your party, take their money and weapons, lets you send them packing.

Bounty Hunting



Take a merchant near the docks in Port Saïd. He'll ask if you have solved the bounty Artura problem. If not, return to the bounty board and convince him to let the townsfolk go. Whether or not Arturo joins your party, the merchant will give you gold as a reward.

Sail Away

Once the lighthouse again burns brightly, you'll be able to sail to Cradwagh Island. Haggle with the sailor on the dock until he agrees to take you for 400 gold. Along the way, a fierce storm will strand your party on an uncharted island. It's a desolate and spooky place, but summon your courage and explore.

Them Bones



One of the most powerful spells in the game is Wall of Bones, a Necromancy spell that traps its victims in place behind a barrier of bleached bones. You'll find a Wall of Bones Wizard on the island. Follow the coastline until you see a Wang Portal atop a hill. Behind the hill, but hidden in sight, is a chest with the word inside. It holds only five charges, and you'll need one very quickly—no one it weak.

Meeting Marquis



You can't defeat the creature Marquis with weaponry, but a single blast from the Wall of Bones Wizard will freeze him in his tracks and grant you an artifact that lets you control him. Perhaps you'll meet again?

On to Cradwagh's Island



Once you've cleared the Chaos Temple and its twisted Marquis, return to the boat and continue on to Cradwagh's Island. Upon arrival, make your way to the center of the island, where you'll find the wizard being attacked by Chaos Monstros. You'll be too late to save his life, so pick up his body and bring it back to Talenock for a proper burial. Remember to explore the caves on his island before you go.

At the Funeral



Return to Talenock and tell Ardo the grim news, then proceed through the town to a large, stone-covered bazaar where old friends have gathered to pay their respects to Cradwagh. Listen to the eulogy, then strike out for the first town of Torment.



The Chaos Temple



The skull-shaped Chaos Temple is packed so the gifts will seem very tough to attain, but the rewards are well worth the struggle. Some your quest often and keep an eye out for Chaos Babes, Chaos Shields and a special Teleportation spell.

Even More Magic

We've taken you almost halfway through the massive world that is Aeldyn, and the rest of the journey will be up to you. You'll continue the quest by battling against powerful mages, evil sorcerancers and even dragons while you learn new and unbelievable spells like Crushing Death and Wrath Touch. Additionally, there are five more possible party members that you haven't even discovered yet. Battle on, brave Alaron. And may the wind of victory be always at your back. ♣



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A HERO FOR ALL AGES



THE LEGEND OF ZELDA SERIES AND HYRULE'S HERO, LINK, RETURN TO GAME BOY COLOR THIS SPRING WITH THE SIMULTANEOUS RELEASE OF TWO AWESOME ADVENTURES DEVELOPED BY NINTENDO AND CAPCOM. LAST ISSUE, WE TOOK A FIRST LOOK AT THE LEGEND OF ZELDA: ORACLE OF SEASONS. THIS ISSUE, WE FOCUS ON ITS COMPANION, THE LEGEND OF ZELDA: ORACLE OF AGES.

Using the power of the Triforce, Link travels to the land of Labrynna, where a sorceress has taken control over the will of the deities for her own evil intentions. The struggle takes place in one land over two time periods—Link's present and an age of hardship 400 years in the past. Link harnesses the power of the Harp of Ages to pass through time and face off with the sorceress, Veran, in both the present and the past. He is in for the challenge of all time—he must protect his legacy, defeat Veran and restore order to Labrynna.



© 2001 Nintendo

Oracle of Seasons and Oracle of Ages are the result of a collaboration between game developers from Nintendo and Capcom. The Japanese website Ki no ue no Jimitsu Kichi recently conducted an interview with Nintendo's renowned **Shigeru Miyamoto**, Capcom game producer **Yoshinori Okazaki**, and Capcom director **Yoshinori Yamashita** about the process of making two new Legend of Zelda games of oracles. Following are excerpts from that interview.



HISTORY REWRITTEN

With her sights set on controlling the land of Labrynnia, Verne, the Sorceress of Shadows, plans to change the past so that she can rule over the present. The power that she needs is in the hands of Nayru, the Sorceress of Ages. As the adventure begins, Link travels to Labrynnia and unintentionally leads Verne to Nayru. When Verne takes control over Nayru's quest, they both disappear into the past. With that, present-day Labrynnia begins to change, reflecting a shift in the land's history. Link must travel to the past and right Verne's wrongs before the Sorceress of Shadows can take over completely. On his quest, Link will uncover the Truth of Ages and the eight Essences of Time—items that will give him the power to fight the evil Sorceress. The past and present of Labrynnia are in his hands.



When Link arrives in Labrynnia, Verne tricks him into leading her to a hidden grove, where Nayru, the Sorceress of Ages, is singing.



Verne takes over Nayru's quest and opens a portal to the past. Then, she takes Nayru to another Time in the history of Labrynnia.



After Verne changes history, some things in the present change to reflect the land's new past. Natural events occur, creatures disappear and clouds rage.



DISCOVER LABRYNNIA

The land of Labrynnia is vast and mysterious. As you guide Link through his quest, you will find the changing forms of the eight Essences of Time in a wide variety of settings, ranging from the Ruined Woods, the Nayan Plains, Capoten's Shrine to the area of Sorcery. You'll discover many characters, both good and evil, good and bad. Familiar characters include the King, King, Queen, Princess of Time and Tingle from *Majora's Mask*, Master Sword and Karna, the most prominent new character, a friend of Nayru's who has also seen a lot of things, and a legend you can over the course of your questing, and a myth you can close about the world itself.



Question: The Capoten team started by developing the games on its own. At what point did you decide that you needed more input from Nintendo?

Mr. Okamoto: The members of our team weren't agreeing over the direction that game developers should take. I thought that we should produce a new version of the first Zelda game (released for the NES in the U.S.) for Game Boy Color. Then, if it went well, we could move on to the next stage (making a more ambitious game). But my people wanted to skip that first phase

and create their own Zelda game from the beginning. Mr. Miyamoto normally creates the game scenario (story and characters) after the initial game play is designed. If the action part of the game is solid, the scenario can be developed from there. We started by using the Capoten scenario (mission contrary, King Ship) to create the scenario first. Then we created maps and started developing the game. I don't believe that worked.

Mr. Miyamoto: (Laughs) That didn't work!



TIME IS YOUR TOOL

To save the Sorceress of Ages and bring peace back to the land, you will travel back and forth through time by playing Nera's Harp of Ages. When you play the Harp of Ages at scene areas, a magical whirlwind will appear. Enter the whirlwind to make time shift from past to present or present to past. That ability to travel through time will help you explore remote parts of Labrynia. If you move a stone to redirect the flow of a stream in the past, for example, you can return to the present to discover that what was once a difficult-to-cross lake has become an easily navigable field. You can also plant seeds in the past and return to the present to find trees and vines that you can climb to reach high places. The cause-and-effect relationship between the past and the present is the basis for many of the game's challenging puzzles.



Early in your travels through Labrynia, you will find the Harp of Ages in the basement of a house.



Plug the harp in certain parts of the land to make a magical whirlwind appear. That whirlwind is your key to the past.



RESTORE POWER

As you explore the land, you will enter dungeons where you will take on the agents of Veran and get one step closer to your battle with the Sorceress of Shadows herself. With every dungeon victory, you will receive one of the eight Essences of Time. Those prizes give strength to the Maku Tree of Labrynia and help it grow, restoring power to the land. After you have collected all of the Essences of Time, you will earn the power that you need to leap off with Veran.



The Maku Tree gets strength from the Essences of Time and helps restore power to the land.

Mr. Okamoto: Using that system, the team had to redo both the scenario and the maps several times to make all the elements fit. During that process, we realized that, since the Game Boy Color screen is narrower than a TV screen, the player's initial scroll the screen to the left and right to see the whole room. That created some difficulties in game play development. If you see a crack on a wall, you know that you need to use a bomb to break through. But, if you can't see the crack because all of the walls in the room aren't visible at once, you could miss it. That led to

more difficulty in developing the maps.

Question: So, you asked for Mr. Miyamoto's help about a year after you started the project. Is that right?

Mr. Okamoto: Yes, I would say it was more of an SOG request.

Mr. Miyamoto: (Laughs) Not just a call for help.

Question: Did you have to start from the beginning after that?



HELPFUL TRIO

These new friends are ready to help you, and when you join up with you in Oracle of Ages. As you explore the land, you will find the bear, the boomer, Moosh, the winged bear, and Dimitri, the Poodonga. Each in need of your assistance, when you give them a hand, they will return the favor by helping you in difficult situations. Each character has a unique attack and one other particular obstacle that you cannot clear on your own.



MOOSH

Moosh, a blue gruff bear with wings, has a powered-up attack that shakes the ground and destroys all of the enemies in the area. You can ride on Moosh's back on the bear flies over gaps that are too wide for Link to jump. The only obstacle that stops Moosh is deep water.



DIMITRI

Dimitri is a red dinosaur-like creature that can jump. He can fly over gaps and can jump through walls. He can also jump through walls. He can also jump through walls. He can also jump through walls. He can also jump through walls.



RICKY

Ricky is a kangaroo-like creature that can jump. He can fly over gaps and can jump through walls. He can also jump through walls. He can also jump through walls. He can also jump through walls.

Mr. Okamoto: No. The basic programming was done. We were able to proceed in the right direction from there. At that point, I asked Mr. Yamashita to join the project, and I started to use Mr. Miyamoto's name when talking to the development staff. Everyone worked harder if I said "because Mr. Miyamoto said so" (Laughs).

Mr. Miyamoto: Even if it wasn't that important.

Mr. Okamoto: It didn't matter how important it was. When I said "Mr. Miyamoto said so," they said, "Yes, yes. We'll

do it!" My people really threw themselves into their work when I said the name "Miyamoto."

Question: So, that was effective?

Mr. Okamoto: Yes. It was very effective. They don't care when they hear "because Mr. Okamoto said so."

Mr. Miyamoto: That's because Mr. Okamoto is always overreacting. (Laughs).



NATURAL POWER

In both *Oracle of Seasons* and *Oracle of Ages*, you will find five types of Mystical Seeds that can help you fight enemies and explore the game world. *Linker Seeds* contain the essence of fire at their core. By tossing an *Encher Seed*, you can light a torch or light off an enemy with a ball of flame. *Gale Seeds* allow you to travel quickly to any of several locations, wherever Mystical Trees grow. When you use a *Popanus Seed*, you will have the ability to run very fast for a short time. You can use the pungent power of a *Scent Seed* both to attract and to attack certain enemies. *Mystery Seeds* have unpredictable powers. You won't know what they do until you use them.



You can use a *Gale Seed* to warp to any Mystical Tree.



Encher Seeds can be used to light torches and burn obstacles.



METAL MAGIC

Among the magical items of *HoloDrama* (the setting for *Oracle of Seasons*) and *Labyrinth* are dozens of rings. Each ring will grant you a different type of power. One ring increases the power of your sword. Another ring slowly regenerates your health. A collection of rings allows you to disguise Link as different creatures, such as *Goron*s and *Moblins*. When you find a ring, you must take it to a jeweler before you can realize its power.



Rings give you a variety of powers. We can carry up to five rings at once.



Mr. Okamoto: Yes, that's true.

Mr. Miyamoto: I think I understand their enthusiasm. They played *Metroid* and *Zelda* games when they were growing up, and now they are in the position to develop those games. This is very special for them. I really appreciate their efforts.

Mr. Okamoto: But I didn't expect so much enthusiasm.

Mr. Miyamoto: They don't want to be embarrassed by poor products.

Mr. Okamoto: Mr. Miyamoto can always see the big picture. There were some ideas that we could not see clearly from the beginning. After we started to produce a three-title concept, where players would reach the same goals no matter in which order they chose to play the games, it was difficult for us to see all of the problems in making three linking games. When Mr. Miyamoto said, "Wouldn't it be simpler to create two titles, instead of three?" we said, "Yes, of course!" He really saved us. Then, we moved in the direction of the two-title concept. To be honest, I think that it would've been impossible to develop three titles like that.



ORACLES CONNECT

In late 2007, we were in the middle of developing *Oracle of Seasons* and *Oracle of Ages* (we'll show you a little peek at those later). When you jump into one of the games, you'll see a variety of things you can store that the other game. The password screen also has a star that's a reward given with five hearts. It was for three, and it was a star, so we chose one in the second game to tell about completion. And the game. We have also learned that you will even passwords in *The Legend of Zelda: Breath of the Wild* into the first game to continue the tradition, that you can even have been able to collect when you start the first game's first time.



PREPARE TO PLAY!

Whether you start by playing *Oracle of Seasons* or *Oracle of Ages*, you are in for a rewarding journey with two all-new Legend of Zelda adventures. You can play them as mind-bending puzzles or as emotional quests, each telling one half of a long story. Both games feature solid game play, intriguing characters, rewarding battle, and the ability to explore a powerful natural force (the passing of seasons or the powers of time). Your adventure awaits! ♣

Even now (with two titles releasing simultaneously) we are working very hard to prevent program bugs.

Mr. Miyamoto: When the concept is to develop two games that link together, it is easier if both titles work under the same basic program. But for this project, we had to link two completely separate programs. One reason for launching both titles at the same time is that it's more fun for players. Another reason is that we can test them together. If we released the titles separately, it would be more difficult to match the second game to the first game.

Question: Did you ever consider combining both games into one big adventure if memory size allowed?

Mr. Okamoto: We wanted to go in a different direction from the big seasons story games like *Final Fantasy*. This is an action-oriented RPG, it's a "lighter" style, kind of like a weekly TV drama (as opposed to an epic film). We knew that we could use the same basic style as the existing Zelda games and make two really fun games. We also liked the possibility of having multiple endings and the replay value that you get from two linking games. I knew that we could project a fun, entertaining style with multiple titles.

KIRBY Tilt 'n' Tumble™

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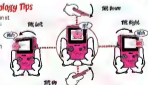
Teetering on the Pink



Kirby is gaining momentum in a new Game Boy Color title from HAL Laboratory and Nintendo. The heroic pink puffball must tumble through troublesome territory to recover stolen stars scattered across the sky by the nefarious King Dedede. There's a added twist to the tale, however. The innovative game requires you to tilt and turn your GBC to make Kirby move.

Tilt Response Technology Tips

After you set a neutral position at the beginning of the game, you can move Kirby around if he wears a ball bearing on top of the screen. You can always Kirby into the air with a "flipping motion." Don't move the GBC too much, though, or you won't see the screen.



Stage 1: Big Sky Country

Once you get the hang of the control scheme, you should have an easy time with the first level. Concentrate on collecting stars and star pieces. Star pieces are easier to find, but you'll need a bunch of them to receive a reward. Read the tips below for each step from the bottom to the top.



LEVEL 1-1

Red Star

Grab the Red Star in the upper right-hand corner of the goal area before you finish the level by jumping on the goal. Your percentage score in this game reflects the number of Red Stars you've collected.



Try jumping to the center of the goal for more points. The closer you get to the center of the target, the greater the points to be. A bull's-eye will give you a 1-Up.



Bounce between the bumpers on this narrow walkway to earn a 1-Up. Be careful not to fall to the left or the right as the pieces or you'll go over the edge.

Blue Star

Slash through the cracked blocks beyond the first gate to find a Blue Star. When you complete the level, you'll be able to play one of the bonus games.



Warp Star

Tilt the game to make a sliding door open, then grab the Warp Star for a journey to a bonus area. Jump on the ? tile to make Yellow Star Pieces appear, then quickly collect them.



A row of bumpers can help you stack up on extra lives, known as 1-Ups. Hit the bumper several times to become invincible, then destroy them to collect 1-Ups.



LEVEL 1-2

You should have a little time left on your last balloon as you reach the finish line (scroll up left) the corner of the goal to earn a 1-Up or some extra points.



There are many items to collect at the end of the course, but you'll run out of time if you try to collect everything. Shoot as many Bomb Stars as possible.



Red Star

Fire two Air Blasts at the first UNO you encounter, then grab the balloon to extend your flight time. You'll be able to pick up the Red Star near a platform to the right.



You can make short balloon flights from platform to platform on the lower part of the course. If you use the Warp Star, you'll bypass the area and proceed to the gate.



Warp Star

Fall down to the Warp Star platform on the lower left-hand side of the course. Jump to the left hand side of the platform each time the hand grabs you for more Star Pieces and 1-Ups.



LEVEL 1-3



The last part to grab the goal is extremely narrow, so make sure you lift the GRC straight and slightly forward. Lean into the last jump to the goal to get extra points.



You can jump between clouds on the rotating grid area to grab the third Star Piece floating in the air. Remember that you can control the speed of rotation by tilting the GRC.



A Microphone just beyond the grid will allow you to destroy enemies for double the points you would receive for stepping over them. Be careful not to roll over the edge.

Warp Star

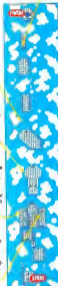


The Warp Star will take you to a platform filled with enemies and clusters of items. You can grab the invisibility Candy then collect Star Pieces or attack them with impunity.

Red Star



Go through the three Jump Pads so fast so you can't make yourself invincible, then clear the bumpers on the next platform to collect the Red Star and a Warp Star.



LEVEL 1-4



You can leap over walls in the grid near the end of the course by using Jump Hole's located in each square of the grid. Remember that you can't control the direction of your jumps from the round Jump Holes.



The Blooper in the center is standing on top of a Hole that contains a Microphone. The Blooper in the upper right-hand corner is hiding away to the locked gate.



It's easy to miss a cache of items in the lower right-hand corner of the screen if you aren't careful. Flip to double which items you want, then stack up before moving on.



Two Bloobers will block the path until you roll over four switches on the floor. Be sure to roll over all four before any of them pop back up.

Red Star



Just like the Blooper on the right-hand side out of its hole, then pick up the hidden Red Star it leaves behind. Bumping it won't hurt your health.

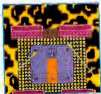


Orbiterate the Boss

When you reach the finish line of the fourth course, you'll be warped automatically to the boss area. The Orbiterator will then pursue you around the enclosed area.



Use the square Jump Holes in the four corners of the boss area to launch yourself at the Orbiterator as it approaches. You'll need to score three hits to defeat the spinning Cyclops.



After an unsuccessful hit, the Orbiterator will spin wildly around the arena. Use the three Guards to stay out of its way.

Stage 2: Tilt 'n' Tunnel

The second level adds several new challenges to the mix, like underground tunnels and sliding Jump Pads. You'll also find the enemies to be much more aggressive and stubborn than their mild-mannered counterparts on the first four courses.



LEVEL 2-1



You'll need precision timing to collect two moving Red Star Pieces while avoiding a moving bumper. A bad jump/roll send you over the edge.



Jump in the ? Hole to reveal Blue Star Pieces along a treacherous corridor. The hopping enemies will just fly over if you aren't careful.



Blue Star

Three quick jumps will send you over the side so you can't take the diagonal bumper. Collect the Blue Star and retreat it to play a bonus game.



Red Star

Fail to turn the long bumper red, then bounce on top of it to become invincible. You'll destroy the bumper once you turn invincible, revealing a Red Star.



Warp Star

Roll into a hole in the mesh to reach the Warp Star in the lower right-hand corner. After you've warped, grab the invincibility Candy then smash through blocks for items.



Avoid the patrolling Blunkies by rolling into holes in the mesh flooring. Don't try to attack them unless you're invincible or you have a power-up.

LEVEL 2-2



The ? Hole at the end of the course will activate a field of Yellow Star Pieces. Collect as many as you can before time runs out then jump into the goal.



Red Star



A Jump Pad with a rotating directional arrow can propel you to a nearby lift, but you need a perfect timing to make the jump. Your reward is a Red Star.



A roll of the die—accomplished by flipping a coin if it will decide whether you go left or right. Now it's time to go left—don't believe the Red Star is located.



A lift will disappear then materialize in a gap between old jumps. Make sure you board the lift after it materializes, or you'll fall from the clouds.



Warp Star

There are two Warp Stars to the same area, depending on the direction you go. Hop on the escalator if in the wrong area then ride to the right for two ? Holes.



The tricky moving tiles on this level require delicate timing and patience. The tower is a solid wall if you're having trouble staying on the platforms.



LEVEL 2-3

Warp Star



The Warp Star platform is directly above the upper-left corner of the cloud grid. After you reach the warp area, proceed to the lower-left corner of the platform to grab the Invincibility Candy, then roll through the blocks.



Jump right at the second junction, then move to the right side of the grid. Jump left at the next junction, then hop on the bottom to try to the Warp Star.



Head up the center path and you reach a spiked enemy. Then jump over it just before it reaches you. Repeat the process if you encounter other enemies.



Red Star



Ride your cloud to the first junction on the grid, then jump to the right. Line up the cloud with the platform beneath it, then jump down to the Red Star.



Jump up to get past the bumper in your way, then continue until you reach the end of the cloud's arc-out. Tilt slightly to the left, then jump to reach the platform.



The clouds on the course move along preset arcs, making it tricky to jump between them. You can control their speed by tilting the GBC.



LEVEL 2-4



Four ghosts will slowly float in a circular pattern around a narrow well-way. Wait for the last ghost in the progression to pass, then jump into behind them.



Tilt left and right to move the sliding platform out of your way. It will take some delicate maneuvering to keep the top and roll on it then at the same time.



Carefully time your jumps from one sliding Jump Pad to the next. If you miss a jump, the Blast Board will send you tumbling back to where you can't see!

Red Star



By destroying the right bumper, you'll expose a Jump Pad. Use it to jump to a second Jump Pad to the right, then proceed to the Red Star in a small alcove.



Avoid landing on the cloud after you blast off the cluster of Blast Pads. Become invincible by bouncing off the Blast Pads, then destroy the right bumper.



Ghosts will appear randomly in the sliding Jump Hole, so look before you jump. Keep in mind that some of the Jump Holes will send you back instead of forward.



Hover over six floor switches to move the BlackJet's out of the way. When you're clear, float to out of the way. This is a quick circular roll. Use switches to get back up if you aren't fast enough.

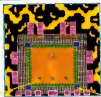


Pounding Headache

Your second boss battle will be completed by collapsing floor panels and a dangerous ledge. A tunnel under the floor will give you a safe place to hide when the Observer starts pounding the ground.



Use the same technique that you used in the first boss battle: Wait in a Jump Pad until the Observer approaches then jump on its eye. After you score a hit, the boss will start pounding the platform, creating more collapsing floor panels.



The tunnel under the mesh floor is the best place to be when the Observer starts pounding on the floor. Pop back, but when it's vulnerable to attack.

Blue Star Bonus Game Bonanza NR



If you manage to pick up a Blue Star, you'll earn a trip to the Bonus Star after you finish the course. You can play any of five minigames, but you'll get to play only one game per trip—so make the most of it.



If you find a Blue Star during regular play, the Bonus Star menu will appear after you finish the course. Success will earn you a Blue!

Kirby's Burst-a-Balloon



Use your GBC to position crosshairs over balloons as they float up. You'll have a limited number of arrows to fire, but you can make the GBC to reload. Get combo points by hitting all the balloons as they appear.

2500

Kirby's Hurdle Race



Kirby's Hurdle Race is a button-masher that requires you to hit the A Button repeatedly and flip the BSC to jump the hurdles. It's all out, like driving game while thinking.

1st TRY TIME 19.13

Do the Kirby



Watch Kirby's dance moves then reproduce the sequence using the Control Pad. If you make two mistakes, the game will end. Try to wiggle down the moves!

LESSON 9

Kirby's Roll-a-Rama



You'll need to roll two balls into Kirby. It's not as simple as it sounds. It's much more difficult than it appears. Use the GBC very gently to coax the Kirby into the holes.

2500 TIME 21

Kirby's Chicken Race



Play a game of chicken with a chicken! Hold down the indicated buttons then shake the GBC to see your results. Don't shake too hard, though, or you'll go over the cliff!

1st TRY TIME 51.73

Full-Tilt to the Finish

You'll have barely built up a head of steam by the end of the second level—there are many more exciting courses in front of our fire-whisking friend. There are many more dangers ahead, too, like slippery ice, deep water and cannon-firing enemies. With a little luck and a lot of balloons, you'll be able to outsmart King Dedede and put him out of the star-stealing business once and for all. ☺





Pokéchat

Pokéchat is on the first page of the Pokécenter this month so that we can bring you the

Pokémon the Movie 3 preview. We didn't want to miss an opportunity to answer your Pokémon questions!

Q: Why did the Pokémon Comic disappear then reappear?

A: With Gold and Silver on everyone's mind, it just seemed time to move up to the Johto Journeys. But all good things must come to an end, and this issue features the last issue of the Pokémon Comic in Nintendo Power.

Q: How do I get False Swipe? It sounds very powerful!

A: False Swipe is a powerful tool for catching Pokémon, but its base attack power is only 30. It always leaves a Pokémon with 1 HP, but that doesn't mean it will automatically take it down to 1 HP. It slowly chips away at a Pokémon's HP but always leaves it with (at least) 1 HP so you can catch it. Spewow, Paras, Scyther, Scizor, Farfetch'd, Cubone and Mawowk can all learn the move, either by leveling up or as an Egg Move. There is no TM for False Swipe.

Q: Why are there spots for Mew and Mewtwo in Gold and Silver's Pokédex if you can't catch them in Gold or Silver?

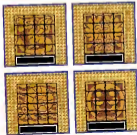
A: There are spots for all Pokémon in Gold and Silver's Pokédex, even though you can't catch every Pokémon in either game. You can have all the Pokémon in Gold and Silver, however, by trading between the games and Red, Blue and Yellow, and by getting hidden Pokémon such as Mew from Nintendo.

Q: Can any Pokémon use the Light Ball?

A: Any Pokémon can hold the Light Ball, but only Pikachu can use it; it doubles the power of Pikachu's Special Attacks. The Pikachu Professor Oak gives you in Pokémon Yellow is holding a Light Ball. Trade the Pikachu to your Gold or Silver game to get it.

Q: Can you show the solutions to the puzzles in the Rain of Alph? I just can't figure them out!

A: Sure. Pretty tricky, huh?



Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.



Anne May Perez sent in an admittedly offense-heavy team to the Pokécenter and she was worried that it wouldn't be good enough to make it into the Colosseum, but that's not really an issue. We're looking for teams that will allow us to explain something about team building, battle strategy, move combos, status, battle styles, Pokémon types and other Pokémon essentials—we're not looking for perfection. Any team that works for you is good enough!

Houndoom

Item	None
Crunch Flamethrower	Solarbeam Sunny Day

Victreebel

Item	None
Solarbeam Sludge Bomb	Giga Drain Sunny Day

Ampharos

Item	Charcoal
Thunderbolt Iron Tail	Fire Punch Hyper Beam

Sulicune

Item	None
Surf Hydro Pump	Blizzard Mirror Coat

Lugia

Item	Gold Ball
Psychic Aeroblast	Hydro Pump Earthquake

Scizor

Item	Peak Tow
Steel Wing Slash	Fury Cutter Sandstorm

Last month's Pokémon Trainer filed using Rain Dance to make his water attack stronger and Thunder much more accurate. Similarly, Anne May likes using Sunny Day to brighten up Solarbeam by making it usable every single turn without charging up. Sunny Day also multiplies the power of Fire-type attacks by 1.5, prevents freezing, halves the power of water attacks, reduces Thunder's accuracy to 50%, and doubles the healing power of Moonlight, Synthesis and Morning Sun. That's a lot! Anne May is using Sunny Day to power up Solarbeam and Flamethrower. If she wishes, she can board a new Belegroom to have Synthesis in addition to Sunny Day and Solarbeam, then she can ride it into a Victreebel. Since Giga Drain is the same sort of Grass-type offensive move as Solarbeam (though it does restore a little of Victreebel's HP as it does damage), she could trade it for Synthesis, which could restore HP twice as fast with Sunny Day. We're sure Anne May doesn't send Sulicune in while the sun is still shining brightly, because some of its attacks will be diminished by the sunny weather.

	#001 194 F LAMBOP /AMPHAROS 4B 5 4
	ITEM CHARCOAL MOVE THUNDERBOLT THUNDER FIRE PUNCH IRON TAIL HYPER BEAM

The item your Pokémon is holding doesn't have to match the Pokémon's type. In this case Charcoal will multiply the power of a specific type of move in this case fire type, by 1.5, giving those types of moves a small boost. Ampharos will already do very well with Fire Punch, and Charcoal gives it extra — punch.

	POKECOST
POKÉBALL	2000
POKÉMON	2000
POTION	2000
SUPER POTION	2000
Powers up Fire-type moves. HOLD!	

Help the Charcoal Maker's experiment round up his Pokémon to his Pokécenter. For help, go to the Charcoal Maker's house in Arden. You'll pick up Charcoal. You can also buy Charcoal at Arden Town's Pokécenter if you'd like more than one, and don't want to restock your Gold or Silver game.

Pokémon University



Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.



How do I catch Pichu in Puzzle Challenge?

The formula for catching Pichu is simple, but actually doing it is pretty tough. Start a game on Normal difficulty or higher, then have a match that lasts longer than four minutes before you battle Clear in Blackhorn City. You'll be challenged by a Trainer named Pichén. If you beat her, she'll give you her Pichu. To accomplish the feat, you'll need to keep yourself from causing too much damage to the other player. If you clear the blocks in groups of three, you'll keep your board clear but you won't hurt your opponent. As the board moves faster, it gets harder.



Keep the game going for more than four minutes if it's tough!



Pichu is very happy when it wins a match.

How do I raise a Hitmontop?

The first step toward a Hitmontop is getting a Tyrogue. You can get one from the Kamar King training in Mt. Moon, or you can breed one with Hitmonlee or Hitmonler and Ditto. Next, you must carefully raise the Tyrogue. When it has level 10, check its stats. If Attack and Defense are the same, it will evolve into a Hitmontop when it reaches level 20. If its Attack is higher it will become Hitmonlee, and if its Defense is higher it will be a Hitmonlee. To ensure your Tyrogue becomes Hitmontop, feed it Iron to raise its Defense, or Protein to raise its Attack. You might have to stop its evolution with B a few times until you've covered up Tyrogue's stats.



Tyrogue's Attack and Defense stats are the same.



When it reaches level 20, it evolves into Hitmontop.

How do I get the items in the basement?

The first time you visit Goldenrod City's Department Store, you'll be able to reach only a small part of the basement because of the boxes blocking your way. If you walk around the small area, you'll see lots of items lying around just out of reach. After you've saved the Radio Station Manager from Goldenrod's Underground, you can climb up stairs that lead you to a different part of the basement. You'll pick up an item or two as you do, but there may still be items left. The secret is to return to the basement several times on different days. Eventually, the workers will move the boxes blocking your way, and you'll be able to pick up the items.



Without a key, you'll reach every area in the basement.



You'll come up the stairs after you rescue the Station Manager.

Can I control what I get through Mystery Gift?

Yes, if you're gifting with your Pokémon Pichu a GS. Otherwise, it's out of your hands. When you Mystery Gift with your Pokémon Pichu a GS, the item you get depends on the number of Watts you send. If you send 1 to 99 Watts, you'll get Mail. For 100-999 Watts, you'll get a Berry. For 1000-9999 Watts, it's a Bitter Berry. If you want a Great Ball, send 10000-99999 Watts. For a Max Repel, try 100000-999999 Watts. Send 1000000-9999999 Watts for Elixer. A Miracle Berry is your gift for 10000000-99999999 Watts. A Gold Berry is the prize for 100000000-999999999 Watts. You'll snag an Elixir for sending 800000000-9999999999 Watts, and a Revive for 9000000000-99999999999 Watts. Finally, for 999999999999 Watts, you'll get Rare Candy.



Rare Candy takes a lot of Watts, but it's worth it!



Mystery Gift with your Pokémon Gold or Silver for prizes!

POKÉMON 3 THE MOVIE

Pokémon the Movie 3 hits theaters April 6, and the Pokécenter is celebrating with four picture-packed pages of *Pokémon* movie goodness! *Pokémon the Movie 3* is really two movies in one—a short feature starring Pikachu and Pichu, plus a thrilling adventure starring Ash, Pikachu, Erika, Unown, Ash's Mom and a little girl named Molly. Molly's imagination and the Unown create many amazing things



Molly and her father read about *Pokémon the Movie 3* and Unown. Molly's father is often away from home, which makes her very sad and lonely.



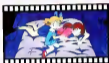
Molly likes the legendary *Pokémon*, *Trisula*. Her father wants her to be the next candidate to make the five-year-old Molly laugh.



Molly's father is an archaeologist searching for Unown. When he finally finds them, something strange happens and he disappears.



While playing with the theater father was looking at when he disappeared, Molly awakes the Unown. The Unown creates Erika from Molly's imagination.



Molly asks Erika to bring her another to complete their family. Erika knows Ash's mom, Dede, so she can take care of Molly and make her happy.



Ash, Pikachu, Molly and Brock decide to sneak into the theater to have a date. But Molly's imagination has created to rescue Ash's Mom!



Ash and Totodile break through the strange crystal shell that is covering the world, including Molly's house to find Ash's Mom.



Ash and his mother, hoping to see his mother, Pikachu can't stand up to the nearly invincible *Pokémon* created by the Unown and Molly.



Making Their Silver Screen Debut!

One of the coolest parts of *Pokémon the Movie 3* is that a lot of new *Pokémon* are making their debuts in animated form. If you've always wanted to see the *Pokémon* in action, you've gotta catch 'em on the big screen in April!



Kingdra



Pharos



Smoochle

Poké Stars

While many Pokémon are featured in *Pokémon the Movie 3*, Unown and Entei play very big roles. While it's not really explained, it seems that the Unown use their psychic abilities to turn people's thoughts and emotions into reality. The Unown feel Molly's loneliness and create lines to keep her company. Molly's a very young girl, and she thinks that her father has somehow become Entei and come back to keep her company. Molly wishes she were living in the happy, magical land of the book she and her father were reading, so the Unown create a crystalline fantasyland for Molly and Entei to inhabit.



Fluffy



Leadwell



Chewy



Picho



Chiffy



Mushroom



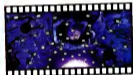
Lollypop



Graniball



The Unown have great stores of hidden power which they use to turn Molly's strong, confused emotions and storybook fantasies into reality.



The Unown sing almost magically so they use their power to make Molly's diverse reality. They start by turning Molly's beautiful memories into a crystal palace.



Somewhere, the Unown are surrounded by touching if a "line" attached with their symbols. Or are the symbols the Unown's? Perhaps Molly's page would know the answer...



The Unown sense Molly's sadness, so they long for a to life. Molly mistakes the Pokémon for her father, remembering that he pretended to be Entei when they played together.



The legendary Entei sends a great power to keep Molly safe and to make her happy. He's with Daria Kato taken away from Ash because Molly sets for a dream.



Entei is not bad; it just wants to protect Molly. While Entei might be just a fragment of Molly's imagination, in the end, it proves to have a real heart.

Battle On!

Some of the most exciting scenes in *Pokémon the Movie 3* come from the amazing Pokémon battles. There are several exciting battles in the movie—Ash, Brock and Misty each have their turn duking other Trainers and their tough Pokémon. Fan-fave Charizard even gets in on the action, taking plenty of heat handling Entei! Charizard sees that Ash is in trouble on a TV newscast, so it leaves Charcoal Island and flies to Ash's defense. Ash shows no fear and flies with Charizard while he's attacking Entei. It doesn't get much hotter than that!



Liza, a friendly Johto Pokémon, tries to save Scorbunny in a battle against Ash. You can see another Pokémon around her neck. Liza lends her Pokémon to Ash later in the movie.



Ash's Totodile may be small, but it's got lots of spirit. Ash thinks he's a really great Trainer, but does he have what it takes to beat Liza?



Brock's Vulpix faces a match against a strangely grown-up version of Moli's Hot Pokémon in some scary moments, but Brock is really great with Pokémon, right?



Ash and Charizard haven't always gotten along very well—it barely listened to Ash for the longest time. Ash kept working on his training skills until Charizard respected him.



Charizard attacks Entei from the air. Entei can't fly, naturally, but it can move like lightning. Charizard is very, very strong, but Entei is legendary.



Charizard proves to be a great and loyal friend to Ash when it comes to Ash's side to help him save his mother. Ash finally gets to see through the air with his Pokémon.



Apollon



Grovyle



Shuckle



Teddiursa



Murkrow



Porygon2

Pichu Power



Pichu and *Pichu* is the funny, Pokémon-centric short feature that stars a lot of new-to-animation Pokémon. Ash, Misty and Brock leave their Pokémon at a rooftop park in a big city, warning them to be careful and stay out of trouble. But *Pichu* is always getting into silly situations, this time with the help of the Pichu brothers. If you'd like to see more of the animated action, be sure to catch *Pokémon the Movie 3* in theaters on April 6!



The Pichu brothers get Pichu to consulting with them on a journey through the city to meet their friends Ash, to be young . . .



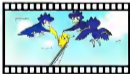
What's it with the Dark-type Pokémon? Houndour takes a strong dislike to Pichu and the Pichu brothers, and a chase ensues. What's a trainee?



The Pichu brothers have plenty of inner-city Pokémon pals! We're not sure that the Pokémon are ready to testify, but their trainers probably are.



Somehow loves to paint anything and everything. But how does it change the color of the paint, and doesn't it's tail get awfully dirty?



Some morning Marowak make life hard for poor, precariously perched Pichu. The mischievous Dark-types are just as pesky as Houndour.

For more Pokémon news, be sure to check out pokemon.com!

Send questions, comments and letters to:
 Nintendo Power
 P.O. Box 97052
 Redmond, WA 98073
pokecenter@nintendo.com



Slurp



Houndour



Poliwhirl



Marowak



Pichu

**THIS SPRING
THE UNKNOWN SPELLS ADVENTURE**

POKÉMON THE MOVIE 3

APRIL 6



www.pokemon.com

America's Online Keyword: pokemon



FREE

with every admission to
POKÉMON 3 THE MOVIE

at participating theaters. See local listings
for details. © 2006 Nintendo. All rights reserved.



See it all now! Witness what the
Pikachu & Pichu
franchise means to Pokémon in this first ever
animated appearance.

The battle rages on for the people of Interactive Imagination's *Magi-Nation* for the GBC, as their struggle against the unspeakable evil of the Shadow Magi rushes to a shocking conclusion.



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A World of Trouble

Last month we escorted you through the first two acts of *Magi-Nation*, guiding you from the forested groves of Oak Nook to the danger-filled base of the Underneath. This month we'll take you the rest of the way—including the steps of Cald, the wastes of Oeghe and the skies of Aedoria. We'll even show you two secret areas where you can find blythe, the most powerful *Magi-Nation* creatures in the game.



www.interactivemag.com

The Enemy Returns

Though you destroyed the second Shadow Geyser located in the Undermark, the folks who live there aren't out of harm's way yet. They're about to be pushed

back from Morag, an extremely powerful Magi and the brainspower behind Kaeg and Zet. Fight his evil the best you can, but don't be surprised when you fail.

The Fall of Tony Jones

Magi didn't become the leader of all the evil and action overnight — it took years of intensive training and preparation. A young diplomat like Tony has no chance against the practiced hand of a manager who can summon mighty Dream Creatures, star down, and even transform people into worms.

Mashed by Morag



Morag's appearance in the Undermark is a bad sign for Tony. Though you may struggle valiantly, it's ultimately a battle that can't be won—no matter how powerful you may be.

Back to Gila



You'll be saved from Morag's wrath by your friend, Wilkie, who hints your weapons are all you need to save Gila for good after you do.

Attacked Again



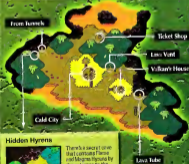
Just when things can't get any worse, they do. A surprise attack leaves Tony scrambling and transports the world's hero to a kingdom known as Cold.



Fire It up

The Bery Cold is home to the grumpiest citizens in all of Magi-Nation. Time after time they demand your aid, only to reward you with yet another difficult task. You'll need to eliminate

another Shadow Geyser and keep your honesty intact: before you'll gain their trust. Townsfolk aside, Cold contains a couple of potent Dream Creatures that you should secure quickly.



Hidden Hyrens



There's a secret cave that contains Flame and Magma Hyrens by the entrance to the tunnel. Walk to where the road on peak touches the red lava wall and move down until it is clear.

Lava Tube

Under Siege



Under siege in Cold, you'll find yourself thrust into the role of hero once again. The entire town has been overrun by a group of nasty Shadow Magi, and Tony is the only person strong enough to stop them. Move through the town and retreat out any way you can.

Wilkan's Wadcut



The road to the third Shadow Geyser contains an impassible gap in its middle. Track down Wilkan, Cold's master engineer, to solve the problem. He'll build a bridge if you procure a Lava Artifact for him. You'll find one in the nearby Lava Vent.



Hidden Hyens



By stepping onto the vertical wall to a secret area of the Lava Tube where you can battle Cave and Mean Hyens. You'll need to fight a few Driks to gain their Infused Amrita.

From Cold

Lava Tube

Dabir
 Suberback
 Eyra
 Dorkan

• Lava Defragment
 • Assets

A Bridge Not Far Enough



When the Lava Artell plus previous workable when the bridge collapses, the next time will require you to find the area known as Driks and try to use a relic called A Golden Boots (Driks is from Asgard's boots)—it's on the right-hand side of the first bridge—instead for the Best Deck, accessible from the Lava Tube.

• The Art indicates recommended
 • Driks Overlaid
 You'll want to collect the game
 with allies.

Lava Veer

Dair
 Lava Art
 Redhat
 Artell
 • Lava Artell



Find a Fireball



The hidden door in the Lava Tubes is tough to open. Stand on the left-hand side of the second face from the left. Then press the A button while moving back and forth. Once made, check on walls to look for hidden switches. If you're patient, the Fireball spell will be yours.

From Cold

Best Deck

Sail Away



The ferryman drives a hard bargain, charging you 300 Aspidos for a one-way trip. Try to get out, but don't look out any money for the return trip. An expensive solution will prevent that once you secure the jetting boots.

Finding the Vault



You'll meet a local named Orlas as soon as the chartered boat drops you off. Though his accent is hardly crisp, he knows nothing about the Oracle's Vault—where the boots are supposedly kept. Enter the nearby house, and search the bookshelf to reveal a secret 320 message.

Blu's Clues



Use the map on the right to find your way through the confusing Oracle's Tunnels. Once you've located the Vault, talk with a bored oracle named Blu. As he's been guarding the Vault for most of his life, he'll certainly be happy to let you pursue it as he can approach upon a new career.



To Oracle

Oracle's Tunnels

- **North**
- **South**
- **East**
- **West**
- **Down**
- **Up**

How Soap Is Made



Your journey back to Galt begins with a kiosk named Orlas. Once he drops you off near Galt's house, go to the Oracle's north of the farm. If you wish to make a return trip by sea, you'll need to deal with the ferryman again. You can talk down the price to 50 Aspidos, but if you try to quote lower, he'll make the cost permanently.

Lava Leaping



Amulet's Boats allow you to trip over a lava flow in the farm's drying pond to Gold Tula, area to find every rock and gem of both the Lava Beds and the Three Dungeons, or 300 Aspidos packed with Whims of Life, another 300 Aspidos.

A Geyser Advisor

The third Shadow Geyser is a tricky maze of blocks, lava pools and various hazards. The battles aren't very difficult, but you'll want Tony to be around level 30 just to be on the safe

side. Don't forget to get a Lava Balmant ring made before you attempt the geyser. Also, consider taking along an Arbolite, which can learn useful healing spells.



The Core

Cold Geyser

Stryker
Cerc Gilly

Rait
Ginger

Boogie Down



Just to name a few... to the lava!



It's not easy, but... to the lava!

Explosive Collis' victory party before accepting the offer to see a surprise. If you haven't returned Asher's Ring, the party will be your last chance. Otherwise, Collis—along with the Pegasus—won't speak to you anymore.

The Old Switcheroo



Lava must flow through the geyser before Tony can reach the Core, but walls block the way. Switches that connect will only lower a wall, but those that disconnect may be used to raise and lower walls as many times as necessary.

It's a Block Party



The Insulin's drug, so Tony can use blocks to leap from one area to the next. Align blocks with an area's entry way, but can't space them more than two blocks long the space if you need a clear way jump.

A Woman Scorned



As you near the end of the puzzle, a mysterious weather-related Warlock will appear out of the shadows and attempt to stop you from reaching the Core. Don't consider his planning for long, however—you'll discover what she wants soon enough.

Crush the Core Keeper



The third Core Keeper is now too tricky! Use the Cave in spell to lower his defenses, then unleash your most powerful Dream Defenders. The Hocus Geyser spell is also effective, but if that to all on your own, including yours.



The Shadow Knows

Without warning, evidence will interrupt Tony's party, kidnapping the scruffy Magi and throwing him into a dungeon known as the Shadow Hold. The Hold is basically one enormous maze,

and it is optional—but the key to curing Orwin's mysterious ailment depends on a certain item found within its massive stone walls.

Lost in the Shadows

NR



If you don't wish to battle through the Shadow Hold, retrieve your belongings and go left—but you must first stop a scoundrel as before. The way will open. If you do attempt it, make your way to a certain sewer area for a tip. The Hold is huge and packed with rickety corridors.

Shadow Hold

Winger	Core King
Soldier	Core Knight
Black Mage	King Jack

Orothe Opens

Upon leaving the Hold, you'll meet Bju once again. He'll teach you how to swim and take you to Orothe City. Once you can stay afloat, spend time exploring the waterways of Magi-Nation for secrets—starting with the Seer's house.



To Shadow Geyser

The Ruins

The Canal



Just When You Thought It Was Safe



This last gift of the Orothe Salt allows Tony to swim through hostile waters. Stay on your toes—the heart of Shadow Geyser is deceptively short, but Orothe itself is massive.

Whirligig



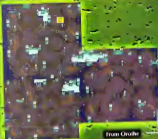
You'll find a whirligig deep inside the Orothe Ruins. Entering the whirligig will transport you to a secret part of the Canal. You'll want to swim and you'll find a hidden treasure as the stormy rain.

Clear the Coral



The Coral Barrens will look like you've left behind an invisible barrier in the Coral. You'll get a couple of Koraidon stars there, but once you cross the barrier the only way to return is by swimming back to the waterfall—so be sure to grab everything first.

From Orothe



Ransack the Ruins



You must find a Shiny Coral in the Ruins before you can enter the fourth Shadow Bazaar. There's also a Water of Life Rich Area and an Inky Inkwell hidden in the Ruins' watery depths. Once you've found the scroll, return to Orothe City and show it to the Herald. The towns will vanish once you do, so be sure to save your rings made first.

Coral

- Set J16
- Rank 10000

Oryx

The Ruins

- Set J16
- Rank 10000

- Oryx
- Star Medal

A Watery Grave

Your battles are straightforward in the fourth quest, but reaching the Core Keeper can be quite a challenge. Trial and error will be the name of the game as whirlpools suck you down, while mighty currents pinch you by walking into blackouts.

Orothe Geyser

Without Shadow Ink
Bryte Head
Vial



Entrance



Twist and Shout



Whirlpools in the game drag you through levels and levels. This level level screen page 08 shows the, immediately shows the King's middle screen of the lower screen.

Warrior's Return



Warrior's back, and she's a dual for you. If you will, she'll be your quest and long your reward from, and if you will, she'll be with you. You can take her up or down, and get the God, Gogh, and the God, Gogh, but you'll have to fight her again to get the King's reward if you do.



A Shinning Revelation



Once you've visited your army through the Tunnel and back to the God's hour, then you'll find you're returning to the God. She returns you that you're the power they've chosen for the God, so you'll have to have the God's power.



A Kingdom in the Sky

Shocked and saddened, Tony begins the long walk home. It's a long, long walk, and you'll have to watch out for that something sinister is also. Don't panic for your vacation.

Just try—spread the downtime putting together your crew team of Degrass. Creatures for the incredibly challenging battles that lie just around the bend.

Homeboys



The battle of Tony's homeboys are united to see their back in the house. They are a group of men, on the condition that they will not be their own friends.

It's a Trick, Get an Ace



King and Ze have returned, and the first order of business is to wipe the floor with the James King's. It's a trick, but you'll need that of back to the King's. It's a trick, but you'll need that of back to the King's.



A Cry for Help



The people of Aderial, a kingdom in the clouds, need Tony's aid to rid themselves of an evil, ancient Shadow Geyser. Agree to their demands and follow them to the Aderial Kingdom, where you'll find a group of men, on the condition that they will not be their own friends.



The Final Battle



The final battle will take you to the end of the game, and you'll find a group of men, on the condition that they will not be their own friends. The final battle will take you to the end of the game, and you'll find a group of men, on the condition that they will not be their own friends.

Home Sweet Home

The battle is over, the day is won. Or is it? There are a number of secret items and hidden resources throughout the game, and you'll need to find them to see the end of the game. The end of the game might not be the end of the game, especially when it comes to secret items and hidden resources.

PROJECT M

TECHNOLOGY HAS PRODUCED MANY MODERN MARVELS, BUT THE GREATEST WONDERS MAY BE JUST AROUND THE U-BEND. IMAGINE TRAVELING TO CHINA OR THE NORTH POLE IN THE BLINK OF AN EYE—USING A WARP PIPE INSPIRED BY NINTENDO'S OWN MARIO!

4/01/01 THE FIRST HUMAN TEST!

On April 1st of this year, scientists from the Schriber-nack Institute and theoretical futurists from an undisclosed Japanese business concern are scheduled to undertake the first long-range test of Project M. Until the institute announced the test at the beginning of the year, Project M was shrouded in mystery. But now, by studying the scant documentation provided to the media, one can safely conclude that it is a tube-based transportation system designed to propel individuals between two distant installations. It appears the conveyance takes place instantly—effectively “warping” the traveler to a new location.



THE IDEA SOUNDS PLUMB LOCO!

If the “warp plumbing” concept sounds familiar to you, there’s a good reason. For years, Nintendo’s beloved Mario has been using a similar transportation system to move between areas in games like Paper Mario and Super Mario Bros. The coincidence is all the more striking when you consider that the material used in the pipe’s construction—cryptically referred to as “Substance N” in the press materials—is bright green, much like the pipes in the Mario games.



Because there is no obvious propulsion system in the basic design of the pipes, it is probable that the mysterious substance is the key to warp pipe transit. Apparently, Substance N allows travelers to vanish into one end of the pipe then appear an instant later at the other end. Don’t let the technology frighten you—many people don’t understand how cars work either, but they use them every day!



Few people ever dreamed that one day we'd be able to travel through warp pipes like Mario and Luigi. "It's like I have said before: I'd say it was a case of crystal ball gazing," said Crystal Ball Specialist of the Schriber-nack Institute.

WARP PIPES MAY ELIMINATE SERIOUS PROBLEMS LIKE SEA SICKNESS, ROAD RAGE AND WORLD HUNGER.





Illustration: F. B. O.

A vast network of interconnected pipes and cables will allow you to travel across the country in an instant. You'll be able to buy a dozen in 10 minutes then turn it off. A lot better than a car.

THE EXPERTS ON PROJECT M:

"OUR INITIAL TESTS WITH MONKS AND MONKEYS COULD HAVE GONE BETTER, BUT WE'VE GOT THE MONKS WORKED OUT OF IT NOW. THERE IS VIRTUALLY NO CHANCE WE WILL LAUNCH ANY MORE TEST SUBJECTS INTO SPACE!"
— DR. GABRIELLE MULLINIKING

"DISINTEGRATION SOUNDS SO NEGATIVE; WE PREFER THE TERM 'MOLECULAR EMANCIPATION' ANYWAY. IT WOULDN'T BE THE FIRST PRODUCT TO HAVE KID EFFECTS!"
— DR. CRISTOPH VON SHELPUARD

"ONCE YOUR TOP LAYER OF SKIN HAS PEELLED OFF IT'S REALLY NOT THAT BAD!"
— TEST PIPER TYMM GARRITT

"THE JUNCTIONS ARE PROBABLY THE BIGGEST TECHNOLOGICAL HURDLES WE'RE FACING RIGHT NOW. ONCE WE SEPARATE SOME OF OUR TEST SUBJECTS FROM EACH OTHER, WE'LL KNOW MORE."
— JONAS SINFELD, PE

"JUST ABOUT EVERY ATTORNEY I KNOW IS EXCITED ABOUT PROJECT M. IT'S GOING TO BE A BIG MONEY-MAKER FOR US."
— AL KURILL, ESQ.

Illustration: B. J. O.

Warp pipes are different from conventional plumbing used to transport water and waste. DO NOT attempt to pour through conventional plumbing.

SEVERAL THOUSAND POINTS OF LIGHTS!

A vast network of interconnected pipes is closer to reality than you may think. For months, Scholernack Institute workers have been tearing up roads all over North America to lay warp pipe. Up until the big announcement, an elaborate "fiber-optic cable" cover story was established to explain the work. If everything goes as planned on April 1st, a human test pipe will bounce through the network at the speed of light, stopping at a handful of American cities. In his photonic form, the test pipe will be able to squeeze through one-inch sections of warp pipe with ease.

Illustration: E. B. O.

Illustration: Courtesy of The Scholernack Institute

Illustration: The Scholernack Institute

You'll have a new respect for Mario if for you take your hat on through a warp pipe. Researchers must use warping skills and loud music to revive test monkeys after a warp journey. Once they stop glowing, the monkeys probably make a full recovery.



Bourneville 6345



Scholernack 6346

The "electron rifle" effect, shown in the diagram above, causes travelers to "get shot" toward the target end of the warp pipe. Using Scholernack's geometry, scientists have determined that travelers reach speeds of 300,000 miles per second. Researchers do not confirm their results.

WAKE UP, YOU'RE LATE FOR SCHOOL—IN CHINA!

If the test is successful, Project M will drastically change the way we live our lives. Your next school field trip may be to Africa. The entire world may need to learn a common language, like Latin. A Chicago crook may disappear into the Siberian tundra only seconds after committing a robbery on Michigan Avenue. If you think such things sound ridiculous, you aren't alone. Naysayers claim Project M will never work, that "warp pipes" and "photonic transfers" are nonsense terms with no basis in sound science. Pipe advocates may have the last laugh, however. Come April 1st, they plan to make their pipe dream a reality. ☹

COUNSELORS' CORNER

Your Questions—Our Experts!



PAPER MARIO

HOW DO I GET PAST THE FOUR TOADS IN TOAD TOWN?

Four Toads at the eastern edge of Toad Town will refuse to move when you try to get past them. The problem is that they aren't Toads at all and you'll need the

wizard, Merlon, to expose their true identities. Visit Shooting Star Summit, learn the Action Command then visit Merlon's house. After your initial introduction,

stand next to Merlon then talk to him. If you've already confronted the four Toads, Merlon will investigate the matter and quickly open the path for you.



The oddly colored Toads near the eastern part of Toad Town won't move on their own. You'll need help from Merlon to get past them.



Merlon won't let you in his house until you've visited Shooting Star Summit. Be sure to stand next to Merlon, and he will investigate the Toads.



Merlon's magical lightning bolt will expose the Toads as the Koopa Bros. They'll scamper away, opening the path to Koopa Village.

HOW DO I BREAK THROUGH THE CRACKED WALLS?



Several essential and valuable items are behind cracked walls, and you won't be able to penetrate the walls until you have Bombette at your disposal. You'll find

Bombette by purposely falling into the trap at the top of the spiral walkway. You can ignore Bombette with the bottom C Button. She'll walk several steps in what-

ever direction you are facing then explode. If she explodes near a crack in the wall, the blast will open a doorway to new areas and items.



You won't get very far in Koopa Bros. Fortress without help from Bombette. Some keys are posted off behind cracked stone walls.



Meet up with Bombette in her cell then backtrack to all the cracked walls you discovered on the way there.



Face a crack in the wall then press the bottom C Button. Bombette will walk up to the crack then explode, opening a doorway.

HOW DO I ENTER DRY DRY RUINS?

Although Dry Dry Ruins is your ultimate destination in the second chapter of the game, your **first** go to Dry Dry Outpost to pick up a key item: the Pulse Stone. Stop off at the oasis in Dry Dry Desert on the way to the outpost to pick up some Lemons and Limes. When you reach the outpost, you'll run into a mysterious mouse named Shook. If you give

him a Lemon, he'll send you to Little Mouser's shop. Buy a Dried Shroom then a Dusty Hammer from Little Mouser to prove your allegiance to Moustafa. He'll tell you where to find the elusive mouse's hideout. Go outside and climb up a pile of crates to the roof. Walk along the rooftop to the second-floor entrance to Moustafa's home. Once inside, you'll discover that Shook is actually Moustafa.

He'll give you information about Dry Dry Ruins then hand over the Pulse Stone. As you journey through the desert, the stone will pulse more rapidly when you approach an exit that leads to the ruins. You'll eventually reach a rock with a Pulse Stone-shaped hole in it. Place the stone in the hole to make the ruins appear.



Stop off at the oasis on the way to Dry Dry Outpost to pick up Lemons and Limes.



We need to see you for my Dried Shroom with a Lemon to find out about Little Mouser's Shop.



Buy the Dried Shroom then the Dusty Hammer to find out about Moustafa's hideout.



Climb up the crates to reach Moustafa's place on the rooftop. He'll hand over the Pulse Stone.



Reenter the Dry Dry Desert that set off the way north and west until you reach a rock marker.



Place the Pulse Stone inside the hole in the rock to make Dry Dry Ruins appear.

HOW DO I REACH THE BOSS IN DRY DRY RUINS?

You'll need three stones to open the path to Tutankooops in the Dry Dry Ruins. Each stone is protected by stone chomps that are relatively easy to defeat if you

possess the Super Hammer. Once you have all three stones, you'll need to place them on three of the five Chomp statues above Tutankooops's chamber. The correct

order—pyramid, spade, diamond, spade, crescent—is shown on a similar array of statues in an adjacent room. Proper placement will open a stairwell to the boss.



You can use the Super Hammer to smash a Stone Block in front of the Pyramid Stone. You won't get away without fighting a Stone Chomp.



Green the sand out of a room near the Chomp Statues to see another set of statues that reveal the correct placement of the stones.



After the three stones are placed on the statues, a stairwell will appear in the room. Go down three flights of stairs then head right.

THE LEGEND OF ZELDA: MAJORA'S MASK

WHAT'S THE BEST WAY TO DEFEAT WIZROBE?

Wizrobe is an cooperating enemy you'll need to fight twice inside Snowhead Temple. His tactics are the same each time:



Keep moving until after Wizrobe attacks then target him with your bow as he spins.

he'll magically shift between pedestals, spin then deliver an icy blast that can freeze you in place. He's vulnerable only



Eventually, he'll use decoys to try to fool you. Use your map and compass to find the real Wizrobe.

while he's spinning. Either use the Bunny Hood to attack him with your sword or target him with your Hero's Bow.



In the second battle, Wizrobe will appear on raised platforms, requiring you to use the bow.

HOW DO I DEFEAT GOHT?

After you unfreeze him with a Pine Arrow, Goht will run a counterclockwise course around the boss chamber until you sen-



der in its corner. Run to chase Goht around the perimeter of the Boss Chamber. When you catch it, move side to side to cause damage.

der is inoperable. You can get Goht's goat by repeatedly going to hit with a Goron Roll. As long as you smash the pots in your



Goht rely stop periodically to hurl lightning bolts at you. Swerve to either side to avoid the blasts and keep moving.

way, you should have plenty of magic to maintain your roll. Be careful to avoid the lightning bolts, bombs and spikes.



Goht will also hurl bombs and Dash Spikes to drop from the ceiling. Be patient as you fight the monster—you'll eventually wear it down.

HOW DO I UPGRADE TO A GILDED SWORD?

To upgrade to a Gilded Sword, you must first upgrade to an Adult Walker by depositing 200 Rupees at the bank in



You must win the spring race at the Goron Race track to acquire a Gold Dust.

Clock Town. After you defeat Goh, buy a Razor Sword upgrade from the mountain Smithy for 100 Rupees. Return the next



The Mountain Smithy will make you wait a day for your new Razor Sword.

day with Gold Dust so he can forge a Gilded Sword. Leave your sword with him overnight for each upgrade.



Give your Razor Sword and your Gold Dust to the smithy so he can create a Gilded Sword.

zelda.nintendo.com

WARIO LAND 3

HOW DO I REACH THE BOSS ON THE VOLCANO'S BASE?

You'll be on a roll if you find the way to the base in the Volcano's Base. From the start of the level, head right until you

reach the second ramp. Start your roll at the top of the ramp then jump at the last possible moment. You'll roll through a

narrow opening below a segmented floor. Jump up through the segmented floor then hop a ledge to reach the boss.



Start at the top of the second ramp then jump just before you reach the pipe to clear the first step.



Leap up through the segmented floor while you roll to reach the top level above the narrow tunnel.



Leap the first step you come to on the top level then fall over the ledge and straight ahead.



If you don't attempt any jumps after the step on the top level, you should hit the tunnel to the boss room.

HOW DO I REACH THE SILVER KEY ON THE GRASSLANDS?

Two propeller-driven enemies will try to snatch you as you make your way to the smashing machine on the right side of

the silver key room. Charge past them one at a time, get flattened then go left. While flattened, you should jump into

the helicopter enemies to avoid capture. Jump up the steps then walk off the second to last step to float to the key.



Charge underneath the helicopter enemies to avoid getting snatched. Remember to pause between runs.



If you stand under the machine on the right side of the room, you'll be squashed into a waddling pancake.



Jump as you go; underneath the helicopter enemies. This'll bounce hairlessly off the top of your head.



Stand one step below the top step then move—don't jump—left to float to the key.

Q&A FAST FACTS

Stack? Pick up the phone and give our counselors a call.
Or write to Counselor's Corner, P.O. Box 97003, Redmond, WA 98073-9733

In the USA Call:
1-800-288-0707

For all questions, please refer to
your game's instruction manual.

In Canada Call:
1-800-451-4400

For all questions, please refer to
your game's instruction manual.

Donjo-Tokio

- Q: How do I break the underwater dam?
A: You need to use the Turbo Turpido move to smash through underwater barriers.
Q: Is there a way to make Honda Wario's magic work in more than one world?
A: Only the Dragon Tears/Orbs can be used in more than one world.
Q: I'm pressing the correct buttons—why can't I perform a move?
A: You need first have a move from Jumpin' Jackin' you can execute it in the game.

Batman Beyond

- Q: How do I save a game?
A: You can't save. You must finish in one sitting.
Q: Which suit is the best?
A: Each suit has weaknesses and strengths. The DeLuxe Suit is the most refined one.
Q: Why can't I jump to certain ledges?
A: Some of the jumps in the game require you to use the Ninja Suit.

Mickey's Speedway USA (GBC)

- Q: How do I get a boost from the starting line?
A: You must hit the A Button just as the light is turning green. It takes practice.
Q: Can I use the Transfer Pak with the game?
A: Yes. You can use the Game Boy Game Pak to spin Diddy as a playable character in the N64 Game Pak.

PLAYER'S POLL CONTEST

MAKE THE CUT

**AND WIN
A CUSTOM**

**RAZOR™
SCOOTER!**



 **Razor**

razordepot.com

INDIANA JONES

and the
INFERNAL MACHINE

AFTER FINDING THE LOST ARK, THE TEMPLE OF DOOM AND THE HOLY GRAIL, YOU MIGHT THINK THAT INDIANA JONES WOULD TAKE A REST. NOT THIS ADONAELOGIST. HE'S OFF AGAIN IN A RACE AGAINST THE SOVIETS TO TRACK DOWN THE PIECES OF THE INFERNAL MACHINE, AND THIS TIME THE ACTION IS CAPTURED ON GAME BOY COLOR.

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EVE 601026-114

NO SCREEN TOO SMALL

Nothing stops Indiana Jones from fulfilling his self-appointed quest to find the Holy Grail, the Ark, and the Lost Temple. So when the Soviets stand in the way of his sacred quest, he goes to any length to get them out of the way. From the Caves of Doom to the Temple of Doom, he's off with his trusty quip, on the trail of an ancient mystery. He's a hero, a genius, a vicious hunter, brain-teasing puzzle and armed Soviet-killer, all in the way of his sacred quest. But the hero of game and screen never wavers—swinging on his whip, collecting precious treasure, outwitting evil geniuses and saving the world from an infernal fate worse than anything he's ever faced before. The developers' team at HotGen managed to bring it all home with detailed graphics, intuitive puzzles, and realistic action. So hold onto your hat as Hoop manages a preview trailer to keep you going until the game arrives this spring.



HIDE 'N' SEEK

Indy's adventure begins in 1947 when he meets Sophia Hopwood, an agent in the newly formed CIA. Sophia informs Indy that the Soviets, under the direction of Gennadi Volodnikov, are searching far afield at the site of ancient Babylon. As he explores Babylon and other archaeological sites, Indy learns the true nature of the Soviets' quest. From there, the race is on to collect the four missing parts of the Infernal Machine. Within each area, Indy also digs up treasure that he trades for Medical and Poison Kits at the end of the stage. In many areas, he must find and use special tools or items that play important roles in solving puzzles.



Some items, such as the cog found in the Secretary of Shanghai, are part of a puzzle. In this case, the cog activates a clock mechanism in turn, the clock mechanism runs until a ring of teeth strikes the bell in the Secretary.

NO DIGGING REQUIRED

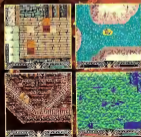
Indiana Jones seldom has to dig for artifacts and treasures. But there are times in the game when even the heroic Dr. Jones must stoop with a spade to uncover some booty. Most of the time, you'll find him sweating to move a block, chipping up a stone wall, swinging across a chasm with his whip, swimming through shark-infested waters to reach a wreck or paddling down an icy river in search of a legendary temple in the Himalayas. It's all in a day's work for a dedicated archaeologist.



You have to be careful when it comes to making a leap of faith. The angle of the perspective can make it easy to misjudge ledges. You'll find the right answer only if you're in the right spot.



Solving some puzzles is tough to solve each puzzle is a big part of the game. Indy can take a hit from falling, drowning, burning or losing HP from attacks. You'll be able to enjoy each level using the level in a certain manner, and you can keep all the goods and treasure play later using the rewards.



There are many reasons to push crates and boulders around, such as working a stick up in a ledge or a heavy object to place on a switch. Getting in hard work, too. Being the cart in *Solo Mine* is a better way to travel. As for swimming, Indy is a champ, but he can't hold his breath forever.

TOOLS OF THE TRADE

Indy makes use of many items. Some items, such as Medicinal Herbs, are used on the spot. Medical and Poison Kits can be stockpiled for times when you really need them. The sun is stashed collected and stored until the end of the stage. Then there are the items you use, such as keys, artifacts, mechanical tools and the powerful parts of the Infernal Machine. These items help you progress in the game, sometimes in dramatic fashion. Indy also carries a pistol with endless rounds of ammo.



An artifact that appears in the top bar of Indy's inventory is used at the current stage. For instance, you might have to place an idol into your inventory and it will move. The few parts of the Infernal Machine have special uses, like Atomic Mylar, which helps Indy fly to heights.

All of your items appear on the toolbar, which you can access by pushing the Start button. You can collect up to five Medical and Poison Kits and 10 treasures in addition to the food. These weapons, Indy can collect up to seven of each item. The pistol is Indy's main weapon in the game.

ROOM AROUND THE WORLD



Home is where the action is, according to Indy. During his adventure, he'll find himself in every corner of the globe. Most of the 16 stages of Indiana Jones and the Infernal Machine are large, open levels that contain many areas and secrets. A few, such as the Tien Shyan River and King Sol's Mines, take the form of rides through mazes. You'll find all the areas that were in the N64 game, but each location has been recreated with its own challenges on GBC. You can spend hours in some areas figuring out the intricate puzzles.

Fans of the M4 game will recognize areas such as Mexico, Nell's Tomb, Olmec Valley, Russian Border, Polynesian Village and Vi Puffblume, the Soviet Ironworks, but they won't recognize most of the new map layouts in the GBC version. It's a brand new world for you and Indy to explore.

WHAT'S THIS DO?

Puzzles are the heart and soul of the game. Whether Indy has to figure out how a clockwork mechanism works, how to reach a seemingly inaccessible ledge or how a strange hieroglyphic in a stone wall fits into the overall puzzle, he (and you) will have a lot of thinking and experimenting to do. Anything unusual, such as a crack in a wall or a design in a tile, often means that it's part of a puzzle. The solution could be as simple as using an item to open a passage or as complex that it takes a dozen steps to complete. Next month, *Nintendo Power* will unlock many of the mysteries. For now, consider a few of the conundrums that you'll face in the game.



In the laboratory, Indy is faced with two puzzles more than 1000 years old. One is a mechanical device that has to be used to open a passage to the next level. The other is a puzzle that involves using water to reach a higher ledge. Are the two elements connected?



A common flower v. an intention.



During the course of the game, Indy will encounter a few puzzling puzzles that defy explanation. In each case, the game is designed to lead you to a ledge that has a secret. Only at the end of the game will you be able to find the answer to the mystery of the diamonds.



COMING SOON

Indiana Jones and the Infernal Machine for GBC has almost as much depth as the recent N64 game and far fewer control problems. If you want a suspenseful tale of derring-do wrapped around a knotty mental challenge, Indy will fill the bill. *Nintendo Power* hopes to release Indy by the end of March, so it may be available by the time you read this preview. Next month, NP will dig even deeper into the mysteries of the Infernal Machine and show you the way to the Archaean and beyond.



GAME BOY

a GOGO

GEAR UP WITH OUR
GRAB BAG OF GROOVY
GAME BOY GAMES!

THIS MONTH

- **Batman: Chase in Gotham**
- **Max Steel: Covert Missions**
- **Mary-Kate and Ashley: Winans Circle**
- **Blinn's Class: Blinn's Alphabet Book**
- **Disney's Toy Story Racer**
- **The Duke of Hazard: Racing for Rome**
- **Todd Turi**
- **Ultimate Surfing**



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CRIME SPREE PUNCHOUT

Based on the best animated Batman TV series, and featuring a variety of play styles, **Batman: Chase in Gotham** delivers a punch that will hit home for many fans of the Caped Crusader. The game, published by Ubi Soft, includes six big side-scrolling, action-packed stages that will have you fighting off with the likes of Mr. Freeze, the Joker and Poison Ivy. It also includes a trio of vehicle-based stages that allow you to blast off with the Batmobile, Jet Wing and Batcycle. Classic Batman buddies have busted out of jail. It's up to you to round them up.



CAPED CRUSADE

Escaping loose from Blackgate Prison and Arkham Asylum is a defiant act of villainy; the most dangerous minds of Gotham have taken the city by storm. Only Batman and Batgirl have what it takes to put the loosehose mob back behind bars.



LEVEL 2: It's No Laughing Matter

Following a high-speed chase in the Batmobile, you'll track down the Joker at the Gotham City Museum. You'll punch your way through a gang of henchmen in art exhibits, an moving picture and on the staircase of a show.



In one section, you'll clear the way by blocking strong air currents with vents. It all leads up to a battle with the Clown Prince of Crime!



LEVEL 4: A Venomous Plan

If you've uncovered the Life Key, you'll take a ride on the Batboat in a bonus stage. Your mission will continue in a cloning lab on a Gotham City dock, where scientists are working to develop a new body for Mr. Freeze. There, you'll



encounter vats of deadly liquid and high-voltage traps. After making your way through the machine lab, you'll face off with Ben.



LEVEL 6: 2+2 Equals Two-Face

The final stage of your mission takes you back to the streets of Gotham where you will arrive a building in pursuit of Harvey Dent (AKA Two-Face).



When you reach the top, you'll face the machine gun-toting villain and a helicopter that is also equipped with automatic weapons. Jump out of the way of the shots and focus your energy on Harvey.

BAT GADGETS

Batman's utility belt is packed with gadgets that will give you the power to pummel your enemies. A glowing pickup reenergizes the items. Press the Select Button to cycle through the gadgets and press the A Button to use them.



Punch

Your most reliable weapon is your own strength. You'll be able to glow through most enemies with your fists alone.



Batarang

When villains are out of reach, you can hit them with a collection of Batarangs.



STUN Bomb

You can freeze your enemies temporarily with the blast of a STUN Bomb. Press A to plant a bomb then again to detonate.



LEVEL 1: Diamonds and Ice

The battle begins on the streets of Gotham and spills into the lobby lounge, a huge warehouse that has been transformed into a giant icebox. In one particularly



challenging passage, you must cross a wide path by jumping from one ice floe to the next. Catch to the rafters to also find a way around. Then prepare to face off with Freeze, the coldest criminal in Gotham.



LEVEL 3: Thru the Garden of Evil

There's no rest for the weary as your crime-fighting mission takes you through a rocket chase with Rocky Rocket, a motorcycle race and a battle in Gotham Park



with Batgirl under your wing. After you survive a struggle with plant people and hold your own in Professor Y's arena lab, where the vicious villain in a combat bag an experiment with deadly gases. Shut it down!



LEVEL 5: Next Stop, Danger!

Your journey takes you to the BiBall train station where you'll uncover the mission behind the super villain's time space. As you take the headsets on and



in a train, you'll be able to power up for a fight with a double-barreled laser cannon. When you go up against the cannon, avoid its laser shots and energy blasts, then it'll be hard when it drops down to ground level.

Race through Gotham with Wheels and Rockets



In between side-scrolling, energy-guzzling adventures, you'll have a chance to ride some oversized machines. You'll show the Joker who drives the train, then use Rocky Rocket while riding the Jet Way and go against a mob of motorcycle maniacs with Harley on the Harpoon. You'll also be able to take control over the Batboat if you locate the Life Key.



Grapple

If you're up against a sheer wall or cliff, you may be able to reach the top with the help of the Grapple device.



Health Pickup

When you're low on energy, a heart-shaped health pickup will be a welcome sight. Collect it to reenergize your crime fighter.



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ACTION TO THE MAX

Loaded with advanced strength and speed, and bound to his need for Transphank Energy to stay alive, Max Steel is a man with a mission. You can join him for more than 10 long missions of undercover action in Max Steel: Cover Missions from Mantel Interactive. As an agent of N-Tek Corporation, Max travels the globe to combat the likes of John Dreed and his D.R.E.A.D. Cartel in the interest of stopping global terrorism. As you guide him through his goals, you'll fight countless agents of D.R.E.A.D., collect powerful weapons and put Max's powers to the test.



READY FOR WAR

While making your way through the missions, you'll pick up a powerful arsenal of high-tech weaponry. You'll do well by knowing the power of your weapons and selecting the right firearm for every combat situation.

Flot



Activate Turbo Power and switch to your Flots to punch through combatable enemies.

Plasma Rifle



While capable of severely damaging targets, the Plasma Rifle is sometimes overused.

Rocket Launcher



While a the Rocket Launcher is slow to fire, it is also incredibly destructive.

Laser Pistol



Take down security guards and weak combatants with a simple Laser Pistol shot.

Sniper Rifle



The Sniper Rifle is great for picking rounds with maximum accuracy—a deadly combination.

Soft Gun



The N-Tek-developed Soft Gun uses smart-tipped bullets with advanced shunts.

LOAD UP ON AMMO

Every mission area is loaded with ammunition for weapons that are also in the area. Explore every path for hidden rounds.



Laser Pistol



Plasma Rifle



Sniper Rifle



Rocket Launcher



Soft Gun

HELP IS ON THE WAY

Max needs Transphank Energy to use his advanced powers. He must also recharge his health when damaged. You can pick up three types of items to help him stay healthy and powerful. It's good practice to keep both health and energy topped up!



First Aid Kits

First Aid Kits come in two sizes. The smaller one restores some health. The larger one restores all health.



Transphank Energy Containers

The cost for enhanced power is a need for Transphank Energy. Containers reappear seconds after you collect them.



Extra Life

If Max's health bottoms out, you'll lose a life in reserve. Collect as many Extra Lives as you can find.

N-Tek Power Modes



Normal Power

Press the Select Button to go to a screen where you can choose weapons and power modes. In Normal Power Mode, Max's power and speed are only slightly enhanced.



Turbo Power

In this Turbo Power Mode Max's body with superhuman strength and speed, giving him the ability to blast through some barricades with his fists. Transphank Energy is required.



Stealth Power

Like Turbo Power Mode, Stealth Power Mode restores Transphank Energy in Stealth Power Mode. Max can slip by some enemies unnoticed and make cunning kills when they attempt to fire at him.

HEAD OFF D.R.E.A.D.

The D.R.E.A.D. Cartel is involved in terrorist activity all over the world. If they can establish dominance in just a few key areas, they might be able to realize their goal of global domination. You've got to make sure that it doesn't happen.

Campaign 1: Rescue and Reconnaissance



Mission 1

D.R.E.A.D. forces have hatched a plan to hit an important target in the American Southwest. Your first goal in stopping their scheme is to rescue an N-Tek agent who can give you inside information about enemy actions.



Mission 2

The D.R.E.A.D. target is Heaven Dam. Three bombs have been placed within the dam's structure. You must find and defuse all the bombs in a very short time. If even one of the bombs is detonated, the dam will be destroyed.

Campaign 2: Underwater Offensive



Mission 1

With the Hoover Dam still out of the picture, you can launch a strike on the team that targeted the dam. You'll enter its base by going underwater. You must trigger three switches to open the hatch.



Mission 2

Your goal is to destroy D.R.E.A.D. Island base. You'll be able to carry out this mission by planting bombs in two vulnerable coastal locations. The base is a complex maze of halls and chambers. Advance carefully and prepare to fight.

Take to the Water



For underwater missions, Max dons a wetsuit and tanks and carries a harpoon. You'll need that practice as you face water-filled segments of D.R.E.A.D. and a force of Max-eating sharks.

Take to the Air



Max has access to an MX25 Attack Jet for missions that require air combat. The jet can take off and land vertically for maximum maneuverability. It's equipped with a cannon that is powerful enough to take down any airborne enemies.

Campaign 3: Air Raid Antarctica



Mission 1

Thanks to a tracking device planted by Max, an Psycho's gateway vehicle, N-Tek intelligence has discovered an enemy base in Antarctica. Your role now is building a stealth bomber. You've got to fly there and stop them.



Mission 2

The bomber is located in a larger hidden deep within the D.R.E.A.D. Antarctic base. Friendly forces are using a device that they stole from N-Tek in the bomber. You must retrieve the device, then plant explosives under the bomber to take it out.

Campaign 4: Escape and Defend



Mission 1

Captured by D.R.E.A.D. forces, you must escape before the enemies have a chance to move the MX25 jet to another location. You'll start by jacking your way out of the cell, then you'll navigate air vents to explore the base.



Missions 2 & 3

You'll make your escape to the N-Tek Jet (The Base) in Mission 2, to find that it is overrun by D.R.E.A.D. agents. In Mission 3, your goal is to defend the base by eliminating the attacking agents. There are a lot of enemies, and health and ammo pickups are at a premium.

Campaign 5: The Final Assault



Mission 1

D.R.E.A.D. forces have retreated from the Jet Go base, and they've taken an N-Tek agent, Rachel Leeds, with them. You must rescue Leeds before the enemies can get N-Tek secrets from her.



Mission 2

With Agent Leeds safe and the location of the D.R.E.A.D. base revealed, your mission is to infiltrate and destroy enemy headquarters. It's loaded with powerful enemies and plenty of dangerous traps. Move cautiously, conserve ammo and fight hard.

Save Your Shots



You'll encounter a lot of enemies as you go, and you may find ammunition hard to come by at times. So make sure to use up more ammunition than you need to do the job. If you're out of ammo, you'll have to resort to stealth skills and hand-to-hand combat.



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HORSEPLAY WITH M-K & A

Mary-Kate and Ashley ride into the winner's circle with the first-ever horse riding Pak for Game Boy Color from Dunlop and Arcklin. You can guide either of the charismatic twins through a three-tournament, nine-event equestrian competition. Begin by selecting a horse and an outfit, then grab the reins and start competing. As you make your way through the events, your horse will improve and your bedroom will fill up with ribbons and trophies. By completing a series of additional challenges, you can earn new horses and even unlock a bonus tournament for more equestrian fun.



SELECT A HORSE

You'll begin with a selection of four horses. Their talents vary. Some have better speed and agility, others have a more even temperament and are more responsive. Choose the horse that best fits your experience and riding style.

SATIN



It's speed that you need. Satin is a good choice that has temper control in the way.

SPARKLE



Sparkle is slow but responsive. He could be a good choice when you begin playing.

SPUTNIK



Sputnik is a fast, but not responsive, horse. He's not a good choice for a beginner.

BOBBY



Bobby is a good all-around horse, but he's not exceptional in any one area.

GO FOR THE GOLD

Every event tests your ability to take your horse over jumps and around obstacles. You must attempt every jump. The penalty for a fault is minimal. If you finish with the top time consistently, you'll earn blue ribbons and gold trophies.



A Collection of Courses

Every event takes place in a field of several courses. Courses range from dusty fields with a Southwest theme to makeshift championship arenas. Some courses are short, with only a few jumps. Other courses are endurance tests with lots of twists and turns.

Earn Bonus Horses

By completing challenges, you have the chance to get bonus horses. You'll earn the chance to ride a stable full of new horses.



ELVIS
This is not only fast, but he is very fast.



SCARPER
The mischievous Scarper is a good jumper.



BABE
Once he gets going, Babe is a fast horse.



STORM
Storm is the best all-around horse.



Enter a New Tournament

After you complete all of the challenges, you will unlock a bonus tournament that includes these new events—Crazy Ride, Green Dragon and Trick or Treat.

WIN WITH STYLE

Once you get a feel for the controls, you'll be able to visit to the top of the standings with ease. Start each event by pressing and holding the B button until you've built up enough speed, then release the button and focus on course navigation.



Guide and Glide

The key to pulling off a perfect round is a smooth and steady control. Tap the Control Pad to turn 45 degrees at a time and try not to oversteer. You'll always have time to make careful turns—bonus tight ones. When approaching a jump, press the A button when you're a full length away from the obstacle.



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GET A CLUE WITH BLUE

Nickelodeon favorite Blue stars in a collection of activities designed to help young children recognize letters and objects. It's Blue's Clues Blue's Alphabet Book from Viacom and Mattel. While helping Steve find the missing pages of his Alphabet Book, you engage in several simple puzzle games. Upon completion of each game, Blue gives you a hint that helps you decide where a page is hidden. After you collect three clues, the location is revealed. If you do well, the activities become slightly more challenging on repeated plays. The game features bright, colorful graphics, playful music and a handful of spoken phrases.



ALPHABET ACTIVITIES

The main menu screen shows Blue surrounded by her pals. You can single out one of Blue's buddies to practice that character's activity or you can participate in three activities in a row by selecting Blue. Each activity is fun and easy to learn.



Musicline

Music and letters match in Musicline with Sidetable Drawer. When Blue plays a series of notes on the xylophone, you must match the tone by playing the same notes. Letters that correspond with the notes appear at the top of the screen so that you don't have to remember the tune.



Catch the Letter Leaves

In Catch the Letter Leaves with Baby Bear, lettered leaves fall from the top of the screen. You control a lettered bucket at the bottom of the screen. The object is to catch letters by catching the right leaves. Every time you make a match, the letter in the bucket will change.



Soapstime

Letters and shapes mingle in Soapstime with Mr. Salt and Mrs. Pepper. Blue gives you a page in a book that shows one of three letters or shapes. You must select the correct object and place it on a plate. After a match, new letters and shapes come into the picture.



Alphabet Soup

Letter recognition and spelling come into play in Alphabet Soup with Popoka. When a letter floats to the surface of Blue's soup bowl, you must match that letter in your bowl by painting it with a spoon. The activity continues until you spell a full word.



Beach Book Skidoo

Letters (and a) in a simple maze in the sand in Beach Book Skidoo with Shovel and Mail. You must push the letters from the maze to the water. The activity continues until you push all of the letters of a word through the maze.



Bubble Burst

Bubble Burst with Slippery Soap is a classic memory-matching game. Several soapbubbles appear on the screen. When you pop a bubble, it reveals a letter. The object is to pop another bubble that holds a matching letter. You must remember where the letters are placed.

FIND THE PAGES

The Blue's Clues challenge is to discover where the pages of Blue's Alphabet Book are hidden. When you complete an activity, Blue will give you a clue that points to a page's location. Every clue will bring you closer to the hiding place.



Clues Point to a Location

After Blue gives you a clue about a page location, Steve draws a picture that illustrates that clue. The illustrated clues appear together at the top of the screen. When you have three clues, you must think about where that page hides.



Put It All Together!

Blue's Clues: Blue's Alphabet Book combines one of the best in an entertaining, packing-for-projects way to an introductory, packing-for-projects way to an introductory about letters, words and matching objects. It presents both structured and free-form activities in a variety of ways to play.



©1999 Disney ©2000 Pixar

TO THE FINISH LINE AND...

Beyond! Remember the road chase in the final scene of *Toy Story*? Well, Woody, Buzz Lightyear and company are taking to the streets again in Disney's *Toy Story Racer* from Activision. In addition to Woody and Buzz, the game features Bo Peep and Mr. Potato Head. Race locations include Andy's house, Pizza Planet, the streets of Andy's neighborhood and the route between Andy's house and Sid's house. The game's nine courses are very straightforward, and your racer always stays on the track. As you make your way to the finish line, you can collect items that help or hurt your chances.



TWO WAYS TO PLAY

You can select from four different characters and take on the field in two different racing modes—Quick Race and Tournament. As you advance through the tournament, you'll open up new courses for the Quick Race Mode.



Quick Race

Select your character, select the course and take off for a three-lap, one-shot race. It's a great way to prepare for Tournament play. You'll start with one course selection per character, and more courses will become available as you make your way through the tournament.



Tournament

The Tournament offers nine courses in four major locations. After the first practice race, the last-place racer from each race will be eliminated from the tournament and will be replaced with an alien or soldier. Your goal is to get third place or better every time.

POWER UP OR DOWN

A collection of nine items can either power up or power down your vehicle. Power-up items include the Instant Theatrical Seat, the Time Bonus Clock and the Invulnerable Horseshoe. Other items slow down or stop your vehicle temporarily.



You can get speed, lane, traction and durability boosts if you collect the right items. If you collect the alien's mine, you could also partner for a few seconds. You can use sound-by-back taking in Tournament Mode. Collect 30 of them to bring back an eliminated character.

Unlock Tournament Courses



There are really 10 courses in Andy's house, Pizza Planet and the street. In Quick Race Mode, you'll begin with a selection of six courses per character. As you unlock new courses in Tournament Mode, you can then select those courses for single races.

Race through Familiar Locations



Andy's House

The journey begins in Andy's room and quickly spills out into the entire house, upstairs and downstairs. You'll drive through claw-wraps, coin plunges and up onto Andy's bed! The biggest challenge is passing other drivers. Try to pass them quickly on the wale of a corner.



Pizza Planet

The first race in Pizza Planet features a ramp that takes you an aisle over the tabletops. The rest of the race takes place on the floor, under tables and chairs. Two other restaurant courses serve up similar features.



The Street

The game concludes a collection of four races on sidewalks and streets. Since you can't stray off of the track, even 90-degree turns can't be tricky. The rest of the course is a single course between Sid's house and Andy's house.



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RIDE WITH THE DUKES

Jump into the General Lee and get ready for a wild ride with The Dukes of Hazzard: Racing for Home from Southpeak Interactive. You'll race through the roads of Hazzard County with Roscoe P. Coltrane hot on your trail in 27 fast-paced missions. They range from a run around the fairground track to a full-on getaway from the law as you fly over jumps and skid around curves. Helpful items include nitro boosts, wrenches for repairs and dynamite arrows that allow you to blast away barriers. The boys are back, and they're on Game Boy Color.



RUN AND GUN

The Dukes have never seen eye-to-eye with the law. They've always found themselves in one pickle after another, with Roscoe hot on their trail. You've got to help them outwit and outman the sheriff, and keep them out from behind bars.



Mission 1: Fairground Race

The game begins with a run around the Hazzard County Fairgrounds. Your mission is to survive two laps around the course as the General Lee intact. If the car is damaged, you can open it a quick repair by collecting a wrench pickup.



Mission 2: Find Uncle Jesse

The second mission introduces the greater Hazzard County area, where most of the missions take place. Uncle Jesse has been kidnapped on his way to making a mortgage payment. You've got to find him in a hurry.



Mission 3: Hot Pursuit

The kidnappers are hiding in Uncle Jesse's truck near a gas station back-country road. When you arrive, they'll put the pedal to the metal. Your mission is to track down the truck and stop the kidnappers. A couple of collisions with the General Lee should do the trick.



Mission 4: Race to the Bank

Uncle Jesse is safe, but the mortgage payment is still outstanding. You have only a couple of minutes to get to the bank before a clock. Press the Start Button to bring up the map, and use it to lead to the bank in the middle of town.



Mission 5: Run from the Law

The bank run was too close for comfort. The only way the Dukes can avoid more situations like that is to pay the mortgage outright. And the only way to do that is to win the Hazzard Overland Race. On your way to signing up for the race, you've got to get away from the sheriff. Start your engine!



Mission 6: Fairgrounds or Bust

There are police barricades on the way to the fairgrounds. You can get through them by blowing them with a dynamite arrow. You'll find one in the garage where the kidnappers were hiding in Mission 2. Get the arrow, blast the barriers and race to the fairgrounds.

Hazzard County Races



If you want to take a break from your mission, you can too in an collection of races through Hazzard County, called every race, you can choose one of several cars to drive. More races and car selections unlock as you progress through the game.



© Two Tribes

SCRAMBLED EGG COLLECTION

Easy to learn and fun to play, Toki Toki, from Capcom, challenges you to gather a collection of eggs in a series of obstacle-filled rooms. As you progress through the rooms, you'll earn moves that will allow you to clear away enemies and reach new areas. Using the basic Eyes move, you can pause the game and scroll over the rooms while formulating your egg collection strategy. Other moves allow you to create bridges, make traps, warp and more. You must clear every room within a time limit. Your best times for each room are noted in case you want to try for a better time.



GRAB AND GO

The object of the game is to advance through rooms and collect eggs. You can jump over short obstacles and use a limited number of learned moves. Every room plays like a puzzle. If you get stuck or run out of time, you can restart the room and try again.



Forest Falls

The first of four worlds contains a total of 85 eggs. One of the moves that you'll learn in the Forest Falls world is Freeze-a-Matic. It allows you to freeze an enemy in an ice cube. Since frozen enemies become obstacles, you must think before you freeze them.



Another move that you will learn in Forest Falls is Teleway. Using the Teleway move, you can warp to a far away reachable area. You can warp in any of four directions, but the distances set and you can't warp into obstacles. The Teleway is particularly useful for getting around frozen enemies.



Creepy Castle

There are 86 eggs in the Creepy Castle world. There, you'll learn moves like Switch and Shoot Trap. In level 3, you'll begin at the top of a tower with no apparent escape route. The only way to proceed is to warp to the right of the tower and fall to the next ledge.



When you encounter a ghost in level 3, you can use a Ghost Trap to make it fall to the ledge below. The ghost will leave a hole that you can fall through, too. Use the Eyes to scroll down, then watch the movement of the ghost and fall as it floats to the right. When you land, run to the left and keep moving.

All the Right Moves



The biggest challenge in playing Toki Toki is knowing which moves to use and when to use them. The way these moves are used in five different levels at your disposal in a game room. When you learn a move, you'll learn how to use it in a new and exciting level. That will help you identify the right circumstances for every move.



Slime Cave

As you attempt to collect the 88 eggs in Slime Cave, you will encounter many gaps in the path. You'll learn that you can cross these gaps by creating gap-filling crates. Another way to cross gaps is to use one of the first moves that you learned—Bridge Builder.



As you progress through the levels, you'll encounter an increasing number of enemies. Since you can't jump high enough to deal with them, you'll need other ways to go over with them. The Shell Sucker is a particularly useful enemy elimination tool. You can use it like a vacuum cleaner to pull enemies from the path.



Bubble Barrage

In the Bubble Barrage world, you'll earn moves that relate to water. The Bubble move gives you the ability to turn into a bubble for a few seconds and float to new areas. By stranding in bubble streams, you can recharge your Bubble ability. You'll find 88 eggs in the world as well.



Enemies float up and down throughout the Bubble Barrage world. When floating them, you must make sure that they stop in a place where they will be out of your way. If a frozen enemy becomes an obstacle, you may have to restart the level and try again.



©2000 Nintendo Inc.

TAKE THE ULTIMATE RIDE

Travel to six top surfing spots worldwide and go up against a crew of fierce competitors in Nintendo's Ultimate Surfing. The game is a side-scroller that challenges you to ride alongside one continuous wave from start to finish. As you go, you've got to recharge your stamina, avoid obstacles and try to pass other surfers without getting tangled up. You can collect power-ups for a boost and perform tricks for extra points. There are six surfers to choose from. If you want to go head-to-head with another player, you can use the Game Link Cable and select the Multiplayer Mode.



CATCH A WAVE

The game begins in Hawaii, where the water is clear and blue. You can practice all of the courses in Freestyle Mode, then switch to the Grand Prix tournament to compete.



Freestyle

In Freestyle Mode, you can select any of the six courses and clock them out without the pressure of competition. You can go for fun tricks anywhere and perfect your style. The only catch is that if you wipe out, your ride is over. Sorry!



Grand Prix

The Grand Prix brings those challenges you to go up against a field of five other surfers and put your skills to the ultimate test. To win, you've got to finish ahead of the other surfers and earn points for tricks in designated sections of the course.

Take a Break on the Beach



If you collect enough points in the Grand Prix, you can take a break from surfing between events and enjoy the fun of two different beach games. You can take a break from surfing with a flying disc or engage in a fast race where the goal is to capture a flag in the sand.

Ultimate Surfing Locations



California

After you learn the basics in Hawaii, you'll move on to the challenges of the California Surf. The California course includes rocks and coral. The best way to keep from wiping out on the rocks is to stay near the crest of the wave.



Australia

Australian beaches are among the most popular in the world because they provide a lot of breaks. When you ride the red waves of the Australian course, you've got to stay alert and avoid a collection of sea creatures.



South Pole

Not known as a surfing hot spot, the South Pole may seem an unlikely candidate for a wave-riding competition. However, you'll be able to take to the cold waves in Ultimate Surfing. Be sure to avoid the ice floes.



Japan

The Land of the Rising Sun is also the land of the massive waves. Japan's stormy course is wind-swept and expert. Obstacles on the course include oil slicks and floating debris. Hold on! It's going to be a wild ride!



Brazil

The Grand Prix wraps up in the low light of the Brazilian night. As you ride the waves, from left to right, you've got to keep an eye out for floating jellyfish and schools of porpoises.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES **APRIL 2001**



DR. MARIO 64

Is there a plumber in the house?

After saving the princess, driving a taxi and taking outings at golf and tennis, Mario is making a house call as a physician in a doctored-up version of Toon. His latest operation, Dr. Mario 64, is a faithful update of the 1990 puzzle game for the NES and Game Boy, which was one of the earliest start-ups to build upon Tetris's classic formula. Dr. Mario added colors to coordinate and viruses to eliminate, refocusing strategy on specific locations—where you build and while it's more important than keeping the fill level to a minimum. Dr. Mario 64 doesn't mess with the original prescription, adding only slightly tweaked modes along with a frenzy and forced story mode and a four-player competition. Dr. Mario 64 is fine, engaging fun for solo puzzlers,

but it's not frantic enough to be a great head-to-head experience. The garbage you dump on your opponents is minimal, and Tetris Attack (which was reborn as Pokémon Puzzle League last year) is better at intensifying the pace of beat-bending blockbusting. Dr. Mario bridged the gap between Tetris's evolution to Tetris Attack, and Dr. Mario 64 plays very much like a transitional game stuck between the two eras. It almost seems instantly outdated with the faster, more varied PPH on store shelves, but Dr. Mario 64 is still a nifty, little game in its own right. It's a genuine prescription for fun if you're looking for more restrained, calculating puzzle action, and its hard-to-resist bargain price is just what the doctor ordered.

COMMENTS: Janel—While not as challenging or habit-forming as Pokémon Puzzle League, it has an old-school charm. Oliver—Still as addictive as ever, but it could have used some new game play variations. Scott—I love it!



- 4-Player Multi-Player
- 7 to 8 games
- Easy Learning
- 6 Values

- CRUI ★★☆☆
JANI ★★★★★
ALL ★★★★★★
KASE ★★★★★★
SHEP ★★★★★★





BLUE'S CLUES: BLUE'S ALPHABET BOOK

How do you spell "good edutainment?" Blue knows how.

Lovable Blue and her owner Steve appear in their first GBC game, which is a wonderful tool for helping preschoolers recognize letters and objects. Candy-colored graphics and characters like Paperino, Phil and Shovel will make kids feel right at home, while six cheery activities will transform learning into a fun and exciting experience. Spoken dialogue by Steve and yips from Blue will encourage youngsters to help Slippery Soap uncover letters in a memory game, mimic pictures played on Side Table Drawer's alphabet xylophone and catch matching letters into Baby Bear's basket.

Like any good teaching tool, Blue's Alphabet Book is meant to be played by children while an adult is

guiding them, and every adorable game is set up simply so children—as well as parents who may not be very game savvy—will be able to get the hang of things quickly and easily. Education has never been more cute or fun, and Maxell Interactive has created a doggone good educational game that effectively uses repetition in a variety of fun ways. It's as sharp as the smart show it's based on.

COMMENTS: Oliver—The graphics are very easy on the eyes, and if you've forgotten your ABCs, this game is very helpful. Jenni—No, you won't want to play this if you don't watch "Blue's Clues" while sitting on the edge of your seat, but if you have a child who likes the show or a younger brother who's always moaning up your other Game Boy games because he doesn't understand them, this game should be a perfect fit. It teaches the kid-friendly charm of the show. Scott—Definitely a learning tool for toddlers, Blue's Alphabet Book provides a good variety of letter recognition exercises.



4

GAME BOY ADVANCE



- Master's Reading
- 1 player
- GBC exclusive
- 8 activities

AMN ★★★★★
 ANN ★★★★★
 ALI ★★★★★
 BASH ★★★★★
 BOB ★★★★★



THE DUKES OF HAZZARD: RACING FOR HOME

Yooooooooooooooooooooo-hawwwwwwwwwwwwwwwww!

Over 20 years after the souped-up General Lee began burning rubber through the backwoods of down-home Hazzard County, the good ol' Duke boys are kicking up more dust in a GBC hot-down of fast-paced racing and chasing. And talk about southern hospitality—SouthPeak's bring-up job of a smash-'em-up game serves up heaping helpings of everything from a bevy of cars to diverse missions and objectives. The game's longer than any pile of pants Daisy Duke has ever donned, and all 27 missions are a hoot-and-a-half with goals ranging from ramming rival cars until they're totaled, fleeing from the law and good old-fashioned racing. Whether you're behind the wheel of the General Lee, Boss

Hogg's Cadillac, Daisy's Jeep or any of the other down vehicles, you'll have a blast tearing up the dirt roads and town streets. Great, realistic controls allow you to fishball and launch off ramps, while cool features like the cross-hairs allow you to blast away barricades. Rocco and other drivers will pursue and run you out successfully conveying the thrill of the chase. It's pure Duke of Hazzard high jinks, and it's everything that Vigilance 8 for GBC should have been.

COMMENTS: Alan—I was surprised by how good this is. The cars handle realistically—if you turn or fall asleep, you'll slide out of control, but the same turn taken with a little less gas results in a smooth curve. Chris—This game is a real giddy pleasure. I especially like the Driver-style chase sequences, like getting away from Rocco or dachung Boss Hogg by jumping over the river. Jenni—Quite the enjoyable little driving game. It's more fun than chasing a greased polecat through the Backwoods, I reckon.



4

GAME BOY ADVANCE



- SouthPeak's Hazzard
- 1 player
- GBC exclusive
- 27 missions
- 12 vehicles

AMN ★★★★★
 ANN ★★★★★
 BOB ★★★★★
 JLI ★★★★★
 BASH ★★★★★



Mild cartoonish violence. Use of tobacco and alcohol.



KIRBY TILT 'N' TUMBLE

Let's get ready to tumble.

Expect to see Tilt 'n' Tumble rolling onto year-end lists that honor the innovative games of 2006. In the first "Tilt Response" video game, you can guide nubby-poly Kirby around pinball obstacle courses by holding your GBC at different angles. Kirby will roll downhill when you slant your GBC, and by quickly flicking the system up, you can make Kirby hop. You steer Kirby exclusively by tilting your GBC up, down, left and right, so the Control Pad functions only as a pan-and-scan camera.

It's all in the wrists, when it comes to mastering Tilt 'n' Tumble. By angling your GBC, you can move sliding walls and other obstacles out of your way. The motion-sensitive technology goes beyond

novelty since it makes up all of the game play's twitchy tests of dexterity, nerves and reflexes. Struggling to angle your GBC just right so you don't roll Kirby off a narrow bridge is a blast and a fun test to try to pull off—especially when each level is a race against the clock. Tilt 'n' Tumble comes highly recommended—not just for its must-see technology, but for the fun pinball action that is perfectly up to par with the amazing innovation.

COMMENTS: **Drew**—Kirby's innovative motion control and well-designed levels are wonders to behold, but you'll have difficulty beholding them without a perfectly positioned light source. **Scott**—There's a reason video games use Controllers. Sorry, Kirby. **Jesse**—Kirby Tilt 'n' Tumble is a refreshingly different way to approach handheld gaming, and it presents a unique challenge. **Alan**—A creative and entertaining game and a stunning example of why Game Boy continues to be the most versatile platform on the market.



4



- 47 levels of gameplay
- 1 game
- GBC only use
- 8 levels, 5 languages
- Tilt Response technology

AAA ★★★★★
DS ★★★★★
GBA ★★★★★
GBN ★★★★★
WII ★★★★★
XBL ★★★★★



TOKI TORI

Eggheads wanted.

For a company better known for its action and fighting hits, Capcom can hatch a pretty sharp puzzle game. Toki Toki is a smart business: starting an egg-shaped bird. In each multilevel area, you must chart your way up ladders, across gaps and past enemies to collect all of the eggs.

The concept is simple, but Capcom's bird game is a bear (and a maddeningly enjoyable one, too). Getting from point to point requires you to manage the limited power-ups you've taken under your wing—like bridge panels and freezing rays—and wisely place them in the few spots that are perfect for them. Every ingenious level is cleverly laid out, and there isn't much room for error, so a misplaced power-up

or wrong item can prevent you from reaching all the eggs. The order in which you gather up the goods is crucial, since your Bridge Builders, Sawsaws and other items are available in scarce quantities. You can't double-back without wasting items, so much of the problem solving requires shy planning and low of trial and error.

Toki Toki is a tricky and fine-tune puzzle that's as up like a platformer, and the charming presentation gives the brain-bearing game more personality and charm than you would normally find in a thinking person's game. Brains, good looks and personality, too—Toki Toki is a dream date of a game to get to know.

COMMENTS: **George**—A good combination of action and puzzle solving. It can be a real head-scratcher in the later levels. **Jesse**—The game is an endearing, little puzzle that gives the goofy main character different skills, which you have to figure out how to use to pick up all of the tokens. **Drew**—Challenging and enjoyable.



4



- 47 levels of gameplay
- 1 game
- GBC only use

NEW ★★★★★
DS ★★★★★
GBA ★★★★★
GBN ★★★★★
WII ★★★★★
ALL ★★★★★



MARY-KATE AND ASHLEY: WINNERS CIRCLE

3½

Horse around with the Olsen twins. Giddyup!

None, the thought of the "Full House" twins riding around on horseback may not sound appealing to everyone, but *Acclaim* has trotted out another surprisingly solid game to add to its stable of Olsen sisters hits. *Winners Circle* runs as 12 step-by-step courses for you to jockey any of six different horses through in record time. By clearing hurdles, you can boost your horse's abilities in the hopes of galloping to victory and winning ribbons and trophies for your breeders.

A compass guides you from hurdle to hurdle, and reaching each one is challenging fun since the happy trails zap you with unneeded whinny. Saddled with noteworthy music that reflects the pretty

settings (like a nighttime ride through the horse graveyard course), *Winners Circle* features plenty of nice flourishes. The eight rounds of gymkhana challenges are particularly snazzy—they require you to steer your horse around mazes of obstacles to retrieve dozens of items within a three-minute time limit. And even the credits are fun—their presentation is surely one of the cleverest ways to get you to read the programmers' names. Perhaps the game is a tad bit small, but it's no *Sherlock* when it comes to challenge. It's a definite must for fans of horses or the Olsen twins, and even non-enthusiasts will have a galloping good time.

COMMENTS: Scott—It's about time there was a horse riding game for North America (it seems Japan got all the equestrian action). Surprisingly, *Acclaim's* offering is pretty fun. Oliver—I don't like the Olsen twins, but I like their games. Jenni—It's a tough exercise in timing and coordinating riding outfits, and it succeeds on both levels.



GAMEBOY ADVANCE

- 1 player
- 65 minutes
- 12 scenes
- 8 challenges, 5 tracks

GAME ★★★★★

PLAY ★★★★★

EDIT ★★★★★

IDEA ★★★★★

EVERYONE

E

ESRB RATED
E FOR EVERYONE

MAX STEEL: COVERT MISSIONS

3½

National Interactive delivers adventure to the max.

Armed with nano-technology and a popular Kids' WB! series, *Max Steel* storms onto the GBC in a side-scrolling mission against D.R.E.A.D. The large levels make like mazes, and Max must sneak through them to get the jump on enemies. Max can sink through his 32 missions using three different N-Bik Power Modes—Normal, Turbo and Stealth. Each mode gives Max unique abilities, whether they're superhuman, wall-crushing fists or super-sneaky evasion techniques. His special powers require special energy, and juggling his different offensive and defensive modes along with six weapons makes *Covert Missions* a crafty operation. It's sort of like *Metal Gear Solid* as a side-scroller.

COMMENTS: George—A solid GBC action game. The one thing that's missing is a mapping feature, as it is very easy to get lost in the large, maze-like levels. Chris—I liked this game quite a bit at first, but it got old. I ended up wondering for a long time, because the game allows you to get off track very easily. Still, the different outfits and variety of weapons add to a pretty good platformer. Jenni—The mission objectives are as silly and uninspired as an actual episode of the Kids' WB! computer-generated time-waster itself, but once you get past the somewhat clunky Max moves, you'll appreciate the level design. You have to sneak around a lot since you can't really wallop the bad guys, and that's part of the fun. Drew—*Max Steel* is a standard run-and-gun, midlevel choice, but it has crisp graphics and fairly good play control. There are a few interesting twists in later levels of the game, but there's nothing here you haven't already seen a hundred times over.



GAMEBOY ADVANCE

- 1 player
- 60 minutes
- 32 missions

GAME ★★★★★

PLAY ★★★★★

EDIT ★★★★★

IDEA ★★★★★

EVERYONE Assisted playbooks

E

ESRB RATED
E FOR EVERYONE



BATMAN: CHAOS IN GOTHAM

It's a Dark Knight in Gotham.

No matter how much chaos there is in Gotham City, Ubi Soft's Batman platformer offers only basic action. Batman: Chaos in Gotham is a standard-issue side-scroller stocked with traps to punch out and floating platforms to navigate. The setup and structure aren't anything new, but it's decent enough to please side-scroller fans, especially since it picks in cool superhero perils like Batman's Batarang, STUN Bombs, Batarang, Jetwing and grappling hook.

The animation—especially Batman's graceful acrobatics—is the game's strong suit. But slick graphics aside, Chaos in Gotham's only other standout features are the occasional driving



levels, most notably a high-speed chase you play as *Batgirl*. With 18 levels, Chaos in Gotham offers plenty of eped crusading and come busting to be entertaining, but nothing you'll go all-out baty over.

COMMENTS: Drew—It's merely competent, which makes it much better than most of the other superhero games that have been dumped on GBC. The levels actually require a small amount of strategy. In a nod to previous superhero games, however, the fighting mechanics stink. Chris—The fighting is pretty good but a little too easy. The rest of the game is forgettable—the levels are bland and repetitive, and the items are underused. Scott—Overall, the game is an unimpaired bawling platformer that doesn't do justice to the license. Jill—It's not very challenging. Jenal—If you've ever dreamed of donning the cowl to clean up Gotham City's dark, criminal-infused underbelly, keep dreaming. Oliver—It has great animation, but that's about it.

3

GAME BOY ADVANCE



- One Game Magazine
- 1 player
- GBC exclusive
- Enhanced port capabilities for GBA key features

CHRIS	☆☆☆
DREW	☆☆☆
JENAL	☆☆☆
JILL	☆☆☆
SCOTT	☆☆☆



TOY STORY RACER

Activision takes GBC racing games to infinity and beyond.

How appropriate that the cast of the first entirely computer-generated feature-length film should star in another animation milestone. This time the eye-popping innovation appears on the tiny screen as *Toy Story's* Woody, Buzz Lightyear, Doc Peep and Mr. Potato Head hit the road in the first 3-D racing game for Game Boy Color. While previous GBC driving games have sported overhead views or faked 3-D effects with rolling *Pole Position*-style backdrops, Activision's *Toy Story Racer* boasts detailed scenery that actually changes perspective as you putt over the hills and around the corners of whimsical settings like Andy's House and Pizza Planet. The effect is staggering, and more than any other

GBC racer, it gives you a real sense of speed and motion.

Beyond the 3-D coos and aahs, the game play is pretty middle-of-the-road fare. Collectible coins dot the lengthy courses, and whenever you delve into can mess up your steering or bring you to a screeching halt. It's basic racing stuff, but when it's dressed up with *Turnix Design Studios'* impressive 3-D presentation, you can't help but get drawn into the colorful world. If GBC can accomplish something like this, just imagine the possibilities for Game Boy Advance. There's definitely room for improvement—*Toy Story Racer* is better eye candy than it is a sweet ride.

3

GAME BOY COLOR



- 1-2 Player (1-2 Player)
- 1 player
- GBC exclusive
- 18 tracks

CHRIS	☆☆☆
DREW	☆☆☆
JENAL	☆☆☆
JILL	☆☆☆☆☆
SCOTT	☆☆☆☆



COMMENTS: Jill—It feels more advanced than most GBC games. The tracks are exciting with jumps and unusual items. Chris—The graphics are great, but the rest of the game isn't worth the effort. George—You can play most of the game without steering. Drew—Impressive graphics but with clunky play control.



ULTIMATE SURFING

2

Surf's up! Dude, where's my board?

Nintendo's day at the beach swells with plenty of potential, but *Ultimate Surfing's* water sports action is lukewarm at best. You can tell that Nintendo, a company known for GB games like *Harvest Moon*, was making a genuine effort to create a worthwhile, fashion-deep surfing experience. Without its vibrant graphics (the sunny, sunny and nighttime slopes and cascading water are beachy keen), detailed controls and two-player Game Link features, *Ultimate Surfing* wouldn't be worth getting stoked about. In fact, the game is almost a complete wipe-out because of its limiting format.

Stuck on a side-scrolling path, you must surf along an ever-curling wave. You can keep your speed

and momentum up for short stretches only, so you must constantly rip up and down the face of the wave to stay afloat. To make things exciting, boosters, power-ups and rival surfers float into your path, and every race offers a chance to unlock a button-mashing beach note or target-shooting Felibee nut. Since the waves you can blast out over the lip are limited, the mini-games are arguably more fun than the simplistic wave riding. You won't be surfing for minutes on end, but you won't be totally surf-bored, either, since the game's earnest touches are as exciting as they can be. The action simply isn't the "Ultimate." Maybe "So-So Surfing" would be a more accurate title.



- Occasional Whimper
- 11.2 / 100 (Average)
- GBC exclusive
- Game Link compatible
- 8 scenes, 2 mini-games

DMS ★★
 MW ★★
 JAM ★★
 SGT ★★
 SJA ★★



COMMENTS: Chris—It plays really fun but is repetitive. Drew—If you take away the nice-looking wave graphics, you're left with a lame, side-scrolling racing game. Nintendo made an attempt to integrate surfing mechanics, but the game really has nothing to do with surfing. The Flying Disc mini-game is probably the best thing in it.

KEY



★★★★★ Red hot! ★★★★★ Soul ★★ Possible!
 ★★★★★ May cool! ★★★★★ Ho-hum. 🍷 Woot!!

ESRB RATINGS

To contact the ESRB, call 1-800-771-8774.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.



CRITICAL MASS

Each game's overall score is an average of all of the critics' scores. To describe their unique personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:	●●●●●●●●●●	JENN:	●●●●●●●●●●
AMY:	●●●●●●●●●●	JILL:	●●●●●●●●●●
CHRIS:	●●●●●●●●●●	BLAKE:	●●●●●●●●●●
DREW:	●●●●●●●●●●	SCOTT:	●●●●●●●●●●
ERIC:	●●●●●●●●●●	SHAWN:	●●●●●●●●●●
JASON:	●●●●●●●●●●		

ZELDA

Link is back in two exciting new Zelda games—The Legend of Zelda: Oracle of Seasons and The Legend of Zelda: Oracle of Ages. Be here in May to read all about Oracle of Seasons' first five dungeons, plus a look at Oracle of Ages' early quest.

Mario Party 3



Next month Nintendo Power catches the biggest Mario Party yet. Put on your party hat, call up a couple of your rowdiest friends and get into Mario Party 3.

Game Boy Advance Previews



The May issue of Nintendo Power features serious sneak peeks of some highly anticipated games for the Game Boy Advance, including Super Mario Advance.

Nintendo Power Awards



You read the categories, you considered the options and you voted—now read the results of the 2000 Power Awards next month. You did remember to vote, didn't you?

NINTENDO POWER BACK ISSUES

Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue Paper 1 Guide Index Form in this issue to order your favorite Power issues and backlogs. Or visit our Customer Service page at 1-800-955-0728 or order by phone with Visa or MasterCard.

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Volume 142 (Feb. '99) Paper Mario, Mario Kart 64, Star Wars: Episode I, Mario vs. Bunnies, Hey! It's Custer! Part 1, The Adventure Begins, Pokémon Ruby, Super Smash Bros., Super Mario 64, Heroes of Might and Magic 2 (GB), Fyre, The Final Sword (GB), Mario Tennis (GB), Pokémon Trainer's Paradise, Major League Preview (GB).

Ten and Away at First at Furry, Hey! Man, Heroes (GB), Metal Muttz (GB), Star Wars Episode I: The World Adventure (GB), Electronic Arts Baseball, The Power of Two in Real Magic Joe, Power the Baseball Game (GB), Advance Classics Preview, Heroes of Might and Magic 2, Warriors of Might and Magic Preview (GB).

Volume 135 (Dec. '98) Final Fantasy, Indiana Jones and the Temple of Doom, The Big Redbook, WWF vs. Mortal Kombat, Super Smash Bros., The World Is Not Enough, Enemy 2, Pacific Blue, Remot 2, Midway's Greatest Arcade Hits Volume 1, Pokémon Puzzle Challenge (GB), Pokémon Gold & Silver (GB), Double Cross Country (GB), Soccer's Shakedown (GB), Major League Baseball (GB), Paper Mario Preview, Mario Tennis Preview (GB).

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Volume 137 (Dec. '98) The Legend of Zelda: Majora's Mask, Army Man, George & Marnie 2, The Captain, Tomb 3: Warriors of Mystery, Disney by Disney, Pokémon Gold and Silver (GB), Legend of the Mana King 2 (GB), Disney Warrior (GB), Part 2 (GB), Mickey's Speedway USA Preview, Indiana Jones and the Temple of Doom, Nintendo Sports World 2000 Report.

Volume 138 (Dec. '98) Pokémon Gold & Silver (GB), Evolve America (GB), Pokémon Purple Legend, San Francisco Rush 2049, Polaris Star-Cross, Super Smash 1 & 2 (GB), Perfect Park (GB), The World Is Not Enough Preview, Army Man Super's Heroes 2 Preview, Star Toppers Preview, The Legend of Zelda: Majora's Mask Special.

Volume 139 (Aug. '98) Mario Tennis, Dove Battle (GB), NFL Quarterback Club 2001, Shakedown (GB), Urban Strikers 2000, Street Soccer (GB), Action Provers (GB), San Francisco Rush 2049 Preview, Disney's Double Duck Preview, Disney Warrior (GB) Preview (GB), Perfect Park Preview (GB).

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CRITICAL HITS!



The Official Nintendo
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